



PRIMA Official Game Guide

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**NCAA
FOOTBALL 10**

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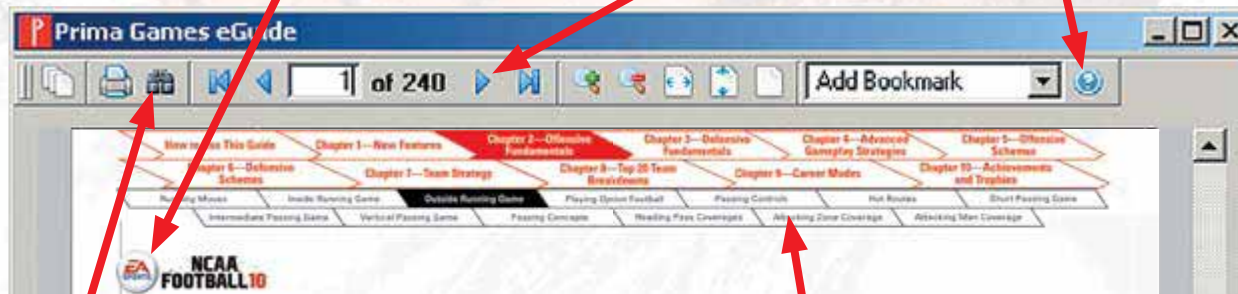
HOW TO USE THIS GUIDE

This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for *NCAA Football 10* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the “page forward” and “return to beginning” icons to navigate through the eGuide.

For any other questions about your eGuide, check out the help button.



Enter keywords to find a specific word or phrase.

Within each eGuide section, all sub-sections are displayed for easy navigation.



NCAA Football 10 goes to incredible lengths to provide gamers with a fun and authentic college football experience. The game is packed with thousands of plays, many brand-new formations, and all 120 FBS (Football Bowl Subdivision) teams. Our guide will take you from the fundamentals of playing the game all the way through to creating advanced schemes to dominate the competition. Here's how we have organized all of the information in this guide for easy reference:



Chapter 1: New Features explains all of the exciting new features that have been added to *NCAA Football 10* this season. From custom uniforms to Season Showdown, this year's game has something new for everyone.



Chapter 2: Offensive Fundamentals serves as your pre-season training camp. You'll learn the keys to having a successful running game and master the skills you need to have a devastating aerial attack.



Chapter 3: Defensive Fundamentals teaches you the foundations of building a lock-down defense. We teach you all the defensive options at your disposal, plus how to lock down the run and unleash killer blitzes.



Chapter 4: Advanced Gameplay Strategies is all about taking your game to the next level. Learn how to create your own schemes as we demonstrate how to go through a formation and put together series of plays.



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Chapter 5: Offensive Schemes takes you through seven of the most common offensive styles in *NCAA Football 10*. We give you a powerful eight-play series from each style that you can plug right into your game plan.



Chapter 6: Defensive Schemes helps you stuff opposing offenses before they can even get started. We take you through five base sets on the defensive side of the ball and teach you how to stop both the run and the pass.



Chapter 7: Team Strategy shows you the strengths and weaknesses of all 120 FBS teams in the game. Get a jump on your playbook selection with a list of every formation in each team's book.



Chapter 8: Top 20 Team Breakdowns gives you an in-depth look at the best teams in *NCAA Football 10*. Each team page breaks down six key plays that you must run if you want to be successful with these teams.



Chapter 9: Career Modes takes you under the hood of Dynasty Mode and Road to Glory. This section helps you navigate the challenging waters of recruiting so that you can build the next college powerhouse.



Chapter 10: Achievements and Trophies provides you with a checklist of all Xbox 360 achievements and PlayStation 3 trophies that you can acquire. We've also posted a list of all the game matchups that have special rivalry trophies that you can win.

NEW FEATURES

INTRODUCTION

College football is one of the most popular sports in America today for good reason. With college football you have great rivalries like Florida vs. Florida State, Texas vs. Oklahoma, USC vs. Notre Dame, and Ohio State vs. Michigan—games packed with tens of thousands of screaming fans who spend the whole game standing to cheer for their teams.

College football is full of traditions like the Florida State flaming spear, Yell Practice at Texas A&M, and tailgating at The Grove on the Ole Miss campus. Once again, EA SPORTS steps up to the plate and delivers all of what makes *NCAA Football* the greatest game in the country. In this strategy guide, we teach you fundamentals of football and then deliver the hard-core tips you need to take your game to the next level. Let's get started with what's new in *NCAA Football 10*.

SEASON SHOWDOWN

Just about everything you do in *NCAA Football 10* affects Season Showdown, so this is a natural place to begin talking about new features. At its core, Season Showdown is a massive competition combining Xbox 360, PlayStation 3, and EA SPORTS World members as they put their favorite teams on the line to prove who has the greatest fan base in the country. At the beginning of the game you pick the team you will represent. Be sure here—your choice is permanent.



Choose wisely; you only get one chance

SCHEDULE FORMAT AND PHASES

When *NCAA Football 10* first hits the street, there will be some lead time before the regular college football season begins. This phase of the game counts as the "pre-season." You can earn credits for your school by playing online or vs. the CPU. The credits each school earns will help to establish the beginning leaderboard. Everything you do in the game affects your team's credits. You can also go to <http://seasonshowdown.easports.com> to play the NCAA Trivia Challenge. Answering questions correctly will help your team move up the leaderboard.

You want to get your school to the top of the leaderboard at the start of the regular season because its initial poll ranking will reflect where the school ended up on the leaderboard at the end of the pre-season.

At the beginning of the regular season, your team faces off against its real-life opponent. Each matchup lasts for one week. Each week you'll have a new opponent with new polls to be released on Monday. The first week of December will be Conference Championship week. This week won't reflect the real-life games—it'll be down to which teams won their divisions in the Season Showdown series.



School rankings leaderboard

WINNING YOUR MATCHUP

Each weekly matchup is broken down into five categories. Whichever team takes three or more of these categories wins the matchup for the week. Here are the different categories:

- ◆ **Games vs. CPU:** Games against the CPU earn your team credits.
- ◆ **Games vs. Your Showdown Opponent:** Games played online against players representing your opponent's school affect the matchup.
- ◆ **Games Online vs. the Nation:** Games played online against players not representing your opponent's school count, too.
- ◆ **NCAA Trivia Challenge:** Earn credits for your school by showing your college football knowledge. Only your top score for the week counts, and your goal is to finish in the top 50 for your school that week.
- ◆ **Allies & Rivals:** Every day of the week you can log in and have five votes to use however you want. You can vote for your school and against other teams in your conference.

EARNING CREDITS



Showdown credits

One of the key ways that you earn credits in Season Showdown is by playing games. How you play the game is just as important as winning games. You earn credits win or lose; however, extra credits can be earned in the following categories: Skills, Strategy, Sportsmanship, Loyalty, Underdog, and ESPN Instant Classics.

- ◆ **Skills:** Season Showdown rewards you for making plays yourself. User catches, user sacks, user picks, etc. all provide you with extra credits. In addition, making plays while in Player Lock mode will give you an even bigger boost.
- ◆ **Strategy:** Using the Game Plan feature, setting up plays, and utilizing defensive keys result in extra credits. See the *New Strategy*.
- ◆ **Features** section for tips



We stuffed a run play in the backfield while using defensive keys

- ◆ **Sportsmanship:** Winning is important, but winning the right way is even more important. Downing the ball at the end of the



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game when you are ahead gives you bonus credits. Going for it on fourth down all game actually results in points being docked.

- ◆ **Loyalty:** Choosing a school to represent doesn't mean you have to use that team in every game to earn credits. You can play with other teams in the game, but you receive a bonus when you play with your own squad.
- ◆ **Underdog:** It's the nature of the game, but when you play online you typically run into one of the top 5 teams. Win with a lower-ranked team to earn Underdog credits. The larger the difference in talent between the two schools, the more credits you can pick up.
- ◆ **ESPN Instant Classics:** Games that end up as ESPN Instant Classics give you extra credits.
- ◆ **Quit Penalty:** With Season Showdown, EA SPORTS is working hard to improve the quality of the online experience. Ending the game with good sportsmanship (granting mercy or conceding defeat) gives you a bonus. If you just plain bail out on a game, you will only receive 50 percent of your points in the next game you complete online.

NEW STRATEGY FEATURES

Hard-core *NCAA Football* gamers (us included) have always clamored for more ways to make strategic changes to our team. EA SPORTS responded in a huge way this season with several new strategy features. Let's take a look the new options you have at your disposal.

ADAPTIVE AI

One of the new features behind the scenes this year is the inclusion of an adaptive AI. In a nutshell, the CPU will adjust its defenses based on what you are doing. If you blast a couple of runs to the outside, the linebackers will be shifted over there the next time you come to the line of scrimmage. Have you been abusing a specific route? If you overuse it, the CPU will adapt and

bracket your receiver. The CPU keys on a specific route, not just a specific play. So you can just shift formations and work the same passing concept. You are going to have to diversify your offensive attack if you want prolonged success in the game.

On the offensive side of the ball, the adaptive AI is in full effect as well. If you drop everybody back into deep coverage on every play, the CPU will work you underneath. Conversely, if you press coverage and blitz all the time, the CPU will test you with the deep ball.

It's not all about defensive upgrades for the CPU either. While on defense the CPU is going to test you deep to try to open things up. If you are the type of player who likes to press all of the time, you're now going to be the type of player who also likes to chase a receiver down after he gets past your DB and gets hit wide open on a streak.

GAME PLAN

Game planning lets you adjust how aggressive, conservative, or balanced you want your team to play. You can change your settings globally or just manage certain aspects of your strategy. There are five different choices on offense and six different defensive situations that you can adjust. The Game Plan screen comes up automatically after the coin toss, at the start of the second half, and after any timeouts that are called. You can also bring up the Game Plan screen manually whenever you are at the Play Call screen.



Setting the Get Open game plan

GAME PLAN—OFFENSE

SETTING	AGGRESSIVE		CONSERVATIVE	
	PRO	CON	PRO	CON
GET OPEN	RUN DEEP Run deep after route is finished.	Fewer safe plays after routes.	COMEBACK Come back short after route.	Fewer big plays after routes.
HOLDING BLOCKS	BLOCK LONGER Hold blocks longer.	More holding calls.	AVOID HOLDING No holding calls.	Blocks last a shorter time.
IMPACT BLOCKS	BIGGER BLOCKS Sell out for more big blocks.	More clipping calls.	AVOID CLIPPING No clipping calls.	Fewer big blocks.
CATCHING	MAKE A BIG PLAY Increased first tackle avoidance.	More dropped passes.	FOCUS ON CATCH Higher catch chance.	Fewer broken tackles after catch.
BIG RUN	BREAK MORE TACKLES Higher broken tackle chance.	Fumble the ball more often.	PROTECT THE BALL Lower fumble chance.	Fewer broken tackles.

Each of these options on offense has its own inherent risk and reward. They also have situational uses that you should think about. If you are protecting a lead late in the game, change your Big Run setting to Protect the Ball. You don't need to necessarily break the big play, but you certainly want to be sure to hold on to the ball. When you need to complete a short pass for a key first down, you want your receiver to be thinking about the catch, and not trying to break a big play. Set Catching to Focus on Catch. On the other hand, if you are behind late in the game, you need a big play to bail you out. Think about

using Make a Big Play (Catching) and Break More Tackles (Big Run). Each setting has its pros and cons that you must be aware of.



Setting the Option Defense game plan

GAME PLAN—DEFENSE

SETTING	AGGRESSIVE		CONSERVATIVE	
	PRO	CON	PRO	CON
BIG HITS	BIG HIT Always go for the big hit.	More missed tackles.	SURE TACKLE Higher tackle chance.	No big hits.
STRIP BALL	STRIP BALL Higher strip ball chance.	More face mask penalties.	WRAP UP Fewer face mask penalties.	Lower strip ball chance.
ZONE COVERAGE	TIGHT ZONES Zone depth is shorter.	Higher chance to get beaten.	LOOSE ZONES Zone depth is deeper.	Higher chance to get beaten short.
DEFENSIVE LINE	JUMP THE SNAP Higher jump snap chance.	Higher offsides chance.	AVOID OFFSIDES Lower offsides chance.	Lower jump snap chance.
PASS DEFENSE	PICK More interceptions.	More chances to get beaten.	SWAT More swats.	Fewer interceptions.
OPTION DEFENSE	PLAY QB Focus on quarterback.	Leave pitch man.	PLAY PITCH MAN Focus on pitch man.	Leave quarterback.

Just like on offense, the defensive options have risks and rewards. On the other hand, if your opponent has tendencies that you have been able to pick up on, you can make some adjustments and totally shut him or her down. For example, if your opponent has a slow QB, but still runs option so in order to pitch the ball, you can tell your defenders to focus on the pitch guy. The slower QB isn't going to hurt you, and the potential for blowing up plays for a huge loss is tremendous. You can also make changes based on each situation. If your opponent has the ball late in the game with your team behind on the scoreboard, you have to go for the strip on every tackle. You increase your chances of pulling the ball loose, but you also increase your chances of being nailed for a face mask penalty. Your opponent can counteract you by using the Game Plan feature to set the runner to Protect the Ball.

By default, all of the options for both offense and defense are set to Balanced. You can see what your current setting is by looking at the color of the check mark next to the each option. Green means you are set to Balanced, yellow is Aggressive, and blue is Conservative. Successfully using Game Plan features can give you bonus credits towards your Season Showdown team.

SETUP PLAYS

This feature links certain plays that have either a similar automotion or a similar run action. One of the most common examples of this is any Power O and PA Power O combination of plays. The PA Power O fakes the run using the same animation as the Power O uses. Plays that can be set up for each other have chain links connecting them. Setup plays don't have to be just run and play action combinations. There are many plays, such as the Mesh, where a receiver comes in motion over the middle and runs a crossing route. There is then a linked version of the play where

the receiver runs a hook or post off of the same pre-snap motion. You can use either play to set up its counterpart. So, you can run to set up the pass, pass to set up the run, or just run one play that links up with another play of the same type.

You can see on the Play Call screen how far along you are to having a play completely set up. A 100 percent setup play has the greatest chance of faking out the defense. However, you have to take down and distance into account. If you have been pounding the ball to set up the PA Power O, you still aren't going to fake out the defense if you run the play on third and 17. The defense won't be looking run there at all.



We used the pass to set up the run

The more successful you are with a play, the quicker it sets up its counterpart. Rip off a 60-yard run with a Jet Sweep play, and its counterpart will be just about 100 percent set up right away. The defenders' play recognition ratings are used to judge whether they are faked out or not. So a senior stud linebacker is less likely to be faked out than a third string freshman at the same position.

You can only run a setup play one time before you need to set it up again. Any time you run that play, its setup percentage goes back to zero. There isn't a time limit in effect for how long the play stays set up. Once set up, it's ready to go any time you want. Getting a first down or touchdown on a setup play gives you extra Season Showdown Strategy credits.

DEFENSIVE KEYS

Defensive keys are the final piece of the major strategy improvements that have been added to *NCAA Football 10*. Defensive keys allow you to anticipate what you think the offense is going to do and act accordingly. So if you think a run is coming up the middle, you can tell your players to key on the inside run. At the snap, your defense aggressively attacks the middle of the field to clog up the run. You can key the run to either side, or right down the middle. You can also tell your defense to key the pass. This prevents them from being faked out by play action passes.



Keying on a run to the right side

You can also choose to spotlight a specific receiver for that play. The defense makes that player the focus of their pass coverage to make sure he doesn't get into any open space. The downside of this is that if the ball is thrown to a different receiver, he can really burn you. Like everything in football, defensive keys are a risk/reward proposition. Guess right and you will shut down your opponents before they can even get going. Make the wrong guess and you leave yourself wide open for a huge gain.



The defense swarms the middle of the field

You can only key one thing per play. You do have the option of quickly mass-shifting your defense by pressing the Defensive Keys button and then using your left thumbstick. If you key in on a run and stop the play for a loss, or break up a pass play through a sack, swat, knockout, or interception, you earn Strategy credits.

OTHER NEW FEATURES

We covered the biggest new gameplay features in *NCAA Football 10*, but that's not all that this game has to offer. EA SPORTS has packed a bunch of other great features into the game that you won't want to miss. Here's a quick rundown:

- ◆ **Team Builder:** Team Builder is a web-based application that lets you create your own dream team. You control everything from custom logos to uniforms. There are 70 different jersey styles, and you can choose logo placement, colors, collar types, and more. To create your own team, go to <http://teambuilder.easports.com>.

NOTE

If you are creating a classic team like the '96 Gators, don't put the year in the team's name. Just use "Florida Gators." Use the Era field to designate the year of the team. This way the announcers will call out your team name properly in the game.



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Setting up Team VG Sports

- ◆ **Auto Passing:** If Auto Passing is turned on, and no further input occurs post-snap, the CPU takes over and attempts to pass the ball to a receiver. This allows you to play the game in "Coach Mode."



Setting Auto Passing to on

- ◆ **Chew Clock:** If you set Chew Clock to on, the game automatically runs the play clock down to 11 seconds when you break the huddle. Use this feature when you want to eat up the clock late in the game but don't want to just sit there and manually let the clock run down.
- ◆ **Player Lock:** Player Lock lets you take control of just one player on the field any time that you want to. The controls for that play as well as the viewpoint are similar to what you see when you play Road to Glory.



Player Lock from the MLB's perspective

- ◆ **Band Performances:** EA SPORTS has faithfully represented the authentic band formations of 22 of the teams in the game. The other teams pull from a generic pool of band performances as you first enter a new game.



Dotting the "i" (be sure to check out the giant flag pole)

- ◆ **Custom Uniforms:** Custom Uniforms allows you to mix and match helmets, jerseys, pants, and socks. If you want to run Florida with all whites, now you can. Teams like Oregon have 13 different alternative uniforms by default. You'll have a pretty much endless variety of custom uniforms that you can put together with a team like that.



Oregon has a ton of customizable uniform pieces

How to Use This Guide	Chapter 1—New Features	Chapter 2—Offensive Fundamentals	Chapter 3—Defensive Fundamentals	Chapter 4—Advanced Gameplay Strategies	Chapter 5—Offensive Schemes
Chapter 6—Defensive Schemes	Chapter 7—Team List	Chapter 8—Top 20 Team Breakdowns	Chapter 9—Career Modes	Chapter 10—Achievements and Trophies	
Running Moves	Inside Running Game	Outside Running Game	Playing Option Football	Passing Controls	Hot Routes
Intermediate Passing Game	Vertical Passing Game	Passing Concepts	Reading Pass Coverages	Attacking Zone Coverage	Attacking Man Coverage
					Short Passing Game



Offensive Fundamentals

Being a successful football gamer usually comes down to doing the simple things right. It is all well and good to have a stable of money plays, but when things get tough, you need a good foundation to fall back on. Understanding how different types of running plays work, being able to read coverages, and taking advantage of all the controls that *NCAA Football 10* has to offer will transform you from an average player to a great one.

This section of the guide walks you through developing a strong inside/outside run game. Next we throw in some option plays to make your running attack more dynamic. Once you have established your ground game, it's time to move on to the air.

We teach you how to attack different types of coverages using hot routes. You'll learn the ins and outs of the short, intermediate, and deep passing games. Finally, our team of experts shows you how to combine routes and passing concepts to create an unstoppable aerial attack.


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RUNNING MOVES

To have a solid running game you need to master the basic running moves. This section will help you understand the importance of each move and teach you the right situation to use each one. Timing and using the proper angles will make the difference between a failed move and a great escape.

JUKE MOVE

Xbox 360: Left or right on the right thumbstick

PlayStation 3: Left or right on the right thumbstick

The juke is a quick cutting move that is used to change direction rapidly. The juke is best used when cutting back or to slide past an aggressive defender. You're not limited to doing just one juke at a time. You can also perform double juke moves when you're dealing with more than one defender.



An ankle-breaking juke move

SPIN MOVE

Xbox 360: Ⓟ

PlayStation 3: ●

The spin is the best way to get past a defender when you don't want to lose forward momentum. Nothing is better than a quick spin move to blow past a defender in the open field. This is also a timing-based move that many quicker backs can use to break off long gains. The spin move has to be the best one of the bunch once you get it down correctly. Beware of the strip. The defense can rip the ball out if they try to strip right as you execute a spin move.



A quick spin beats the defender

HIGHLIGHT STICK

Xbox 360: Up on the right thumbstick

PlayStation 3: Up on the right thumbstick

If you have a nimble back he will slip tackles. If you have a power back he will drop his shoulder and power through the defender. If you have a back who can do both, then you have a very special player. You now double your ability to avoid tacklers while pounding the rock.



The defender whiffs on the tackle

STIFF ARM

Xbox 360: ⓧ

PlayStation 3: ✕

This is a no-nonsense move. The stiff arm is all about putting the defender's face in the dirt or snapping his neck back. When you're heads up with a defender or when a defensive player is coming off a block to land a blow, there is nothing better than a good stiff arm to the chops. This move provides you with space and takes the defender completely out of the play. This move does slow you down when you deliver a hard shot. DBs aren't the only ones who can get a facial. You can stiff arm defensive linemen as well as linebackers.



A wicked stiff arm puts the defender in the dirt

HURDLE

Xbox 360: Ⓢ

PlayStation 3: ▲

This is a tool you may not use much, but it can come in handy near the end zone or when a pile is in your way. This move slows you down, but if no one is in front of you when you hurdle then you are off to the races. By adding the hurdle to your arsenal, you can abuse opponents who dive at you instead of delivering a square hit. The downside is, if you mistime it, you will get cracked! You are totally exposed in the air.



Jumping over trouble

BACK JUKE

Xbox 360: Down on the right thumbstick

PlayStation 3: Down on the right thumbstick

Abuse an overly aggressive defender with a back juke. You won't pull this move out much, but it's nice to have in your tool bag.



Our back juke causes the defender to overcommit

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DIVE

Xbox 360:

PlayStation 3:

When you are close to the first down or end zone, it's time to bring the dive into play. You can use this control to vault over the top of the pile. It can also be used in the open field as an attempt to get a couple of extra yards before being tackled. Be careful in this circumstance as the ball carrier will often cough up the ball.



PROTECT BALL

Xbox 360:

PlayStation 3:

When you are trying to bulldoze your way through traffic, you definitely want to cover up the rock. This is especially true if the defense is aggressively stripping and trying to pull the ball free.



Protecting the ball in traffic

PITCH

Xbox 360:

PlayStation 3:

The pitch is a backbreaker when used correctly. The key is to draw defenders to you and, when they commit, pitch the ball to another offensive weapon. Make sure you have open lanes and you read the defenders. If you pitch into traffic it can result in a fumble.



The QB makes the pitch to HB#4

FAKE PITCH

Xbox 360:

PlayStation 3:

This is a follow-up to the pitch. You want the defenders to bite on the move so they collapse on the pitch man and open up a lane for the player with the ball. Once you break a few long run plays, the defense can get fooled by the fake.



Executing a fake pitch out on the perimeter

INSIDE RUNNING GAME

There is nothing quite like smashmouth football. When you're able to establish a north-south rushing attack you can really open up your offense. When you pound the middle it forces the defense to pack inside. This allows you to attack the defense on the edges and set up great downfield passing via play action. If you can get them to respect your inside rushing attack, you in essence prevent an outside rush and force them to adjust to you rather than you to them. When you have the right numbers inside, you need to pound it early and often. Spread sets also allow you to open up the box so you can attack the middle as well. Let's look at some plays that can help you get your inside game going.

INSIDE ZONE

Zone blocking is the hot thing now. Almost every team is using some form of zone running. We need to learn how to add this into our running scheme. We all know about FB dives and HB dives. Zone blocking allows you to get double teams at the line. Then the line pushes to the second level. The back makes the key read. Once he makes that read you attack the gap. We show two zone running plays so you can get a better understanding of this blocking scheme. Your key read as the back is the DT. If the DT takes an outside charge you hit the A gap. If he takes an inside charge you hit the B gap. Let's take a look.

You can see that the DT went outside. The key now is to work the A gap. You follow your blocks and hit the hole with conviction, looking downfield to set up your next block.



I-Form Normal—Inside Zone



We receive the ball from the QB

Look at the seal in the middle. This is from the zone blocking scheme. Zone blocking's main purpose is for you to get out of the backfield without being touched by linemen. There can't be any inside penetration.



There's room in the middle so we hit it hard



This run went for 10 yards. All you want is to move the chains. In most cases you will get around 3–5 yards a clip once you get used to reading the line and hitting the hole. This isn't guaranteed every play. If you want to stay in the positive side of the rushing game you need to understand your back and your line. Once you do that you can do well with the inside zone.



The HB rips into the secondary

ISO

This is another form of zone running. This play is working the midline. The midline is the area right behind the center and the A gaps. This is no-nonsense running here. You're attacking the heart of the line and the defense when you use the Iso play.



I-Form Normal—Iso

If you have a good center you can get good holes in this play. This play weighs heavy on your guards and center up front. If they're weak you will get hit in the backfield often. If your line is weak up front then you must have a fast back. The hole comes open, but not for as long with weak offensive lines.



We are getting a great seal from our offensive line

Stay with your blocks and get downfield. If you veer off in any way the blockers will pull with you and allow someone to get into the backfield because of blown coverage at the line. Stay with your men and let them open the holes up for you. If you see a breakdown you must bounce it to the next gap or get outside.



Great job by the O-line!

Great gain up the gut for 10 yards again. When you can get gains like this it makes it hard on the defense to stay open. They need to add more bodies or use some sort of stunt to get inside your line.



Time to drop a shoulder on the safety

QB BLAST

When you have a mobile QB, you have a special thing. You aren't limited to just using your back—you can also expand your attack using your wideouts and your QB.



Gator Heavy—QB Blast

This play gets plenty of people at the point of the mesh.



Things are opening up for QB#15

All you have to do is stay with your blocks.



Working our way through the line

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No finesse here. Just power running using your QB and a fine offensive set.



A big QB will usually fall forward for extra yards

LEAD DIVE

The Lead Dive is another play that attacks the middle of the field. You are getting more men at the point of contact and the FB traps hard in the A gap to help the center seal off the middle. The key in this running attack is that you want to apply major pressure in the middle so you can get a push up the center of the field. The linebackers get around blocks very well in this season's game, so it's important to have overloads in the gaps where you want to run.



Strong I Twin TE—Lead Dive

Your blockers get a great push and you have a hole big enough for a truck to run through. Your lead blocker is going downhill to hit anyone he can to help you get those extra yards on the ground. The FB is the key guy here. He's the one who will help you get through the line and prevent anyone from hitting you in the backfield.



This is straight-up power running

We get an excellent gain. If your linemen are up to the task of pushing the defensive line out of the hole, your FB can lead you out to the second level of the defense.



Look at all that running room

Not all of your runs will get you big gains like this all of the time. The purpose of a good pound game is to keep moving the chains. It's not about popping off 30-yard runs every down. Most of the time big gains come from blown assignments. If you stay with your blocks and understand the concept of the running play, you will win more battles than you lose.

FB INSIDE

This has to be the best play for a back in a shotgun set. You will catch people off guard for sure when you use this running play. The line gets a great push. Shotgun plays often force the defense into a passing defense that allows you to take advantage of it.



Time to pick on a smaller defensive back



Shotgun Split Slot—FB Inside

It feels like a draw more than a hike-and-hit type of run. You know you won't get the defensive run key called, and you're also in a set that you can easily audible to a pass play. You're getting a good seal and you can take the ball outside if you want. At times you can cut out and back inside to draw defenders in so you can help the line pick up the loose defenders in the area.



Great block on the outside

You see that we cut it outside, but we are looking to cut back in the middle so we can get more yardage on this carry. Just like with any running play, the key is allowing your blocks to form before making any moves. The cutback out and in helps our men get a better seal so that we can get more yards.



We cut outside around the right tackle



This is a great gain coming from a passing set and not a jumbo-type running set. The use of shotgun running is becoming a big thing now because of the options you have open to you. No one will ever expect you to run the FB from a shotgun set. If they begin to sit on your run play, then you'll have a much easier coverage to attack with the passing game.



A great gain from an unusual play call

HB COUNTER

Not all counter plays are set up for you to go outside. You can use counter and trap plays to work the inside as well as the outside. You just want to pull an extra man over to the area of the A gap to help you get a good push in the middle when you run the ball. Your guard has no need to sit there away from the play side. It helps to add him to your play side along with the others you have in front of you to help get a better chance at positive yards.



I-Form Normal—HB Counter

OUTSIDE RUNNING GAME

Once you have set up your inside running game it's time to work the edges. There are many ways to expose the edge. We will look at five plays that can help you work the outside for good gains. Each has different types of blocking that require you to make key reads and stay with your blocks. Let's hit the field.

STRETCH

The stretch uses a form of outside zone blocking. With outside zone blocking, as opposed to inside zone blocking, your read changes. You read the DE now instead of the DT. The outside blocker is key in this play because he has to seal off the edge for you. You have to be very patient when you run because if you outrun your edge sealer you will be open to a loss.



I-Form Normal—Stretch

This is a great example of why zone blocking is widely used. It allows you to get cutbacks when the defense over-pursues. If the DE goes outside you cut it back and turn the run into an off tackle. If he cuts inside you take the edge. On this play, the DE got outside of our sealer, but we have cutback ability. We have enough speed to get outside so we will take that because we have a chance to break off a bigger chunk of yardage.



The QB has to hustle to make the stretch handoff

By having the other guy pull it helps us get a great seal in the middle. Now we have a chance at getting more yards and less of a chance of being hit in the back-field. You also see that now, since our weak side guard has pulled, the FB is able to seal off blitzing defenders who were sent to deny us a chance at getting yards with this play.



We have great blocking up front

You see what we're talking about now. The FB and WR cleaned out the garbage for us so we can get more yards downfield.



Good blocking gets us outside quickly

At this point we are in a footrace with the secondary. This is a race we feel we can live with and win. Zone blocking is so great because you have the ability to have two different types of running plays in one.



If we can beat the last guy we'll be in the end zone

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WEAK COUNTER

Counters and traps help to expose overly aggressive defensive players. The pulling lineman gives you more men at the point of attack and traps defensive players with blinders on. You must follow your guard in this play because he's the lead blocker who can pop you open for a nice gain.



I-Form Close—Counter Wk

You have a pulling guard and FB leading you out towards the edge of the line. Again, you must stay with your guard as long as possible. Once you see a breakdown you then cut the ball downfield. You want to abuse overly aggressive players. So when you are patient you will get a payoff.



Our FB is kicking out for a lead block

This is just plain mean here. You have a wall that leads you to an open road of green grass. With counter plays you must stay as close to the guard as possible. If you see some leakage in the defense, then you can cut it downfield. Most of the rules of running are the same all the way around. On this play, you will key on the DE. You see here he is sealed off. We have a great cutback lane.



Great blocking leads to a big gain

Now all you have to do is hit the speed burst and get yards. This is the reward for being patient and staying with your guard. Allow him and the rest of the line to clear a path for you downfield. A counter can be blown up easy if you don't stay with your blocks.



Our HB has a free run to the end zone

QB POWER

Many of the recent bowl-winning teams have used a system that allows them to get their QBs involved in the run game. When you have an athletic QB who has a good arm, this opens up the running game. Again, we must stress that we need to take away as many weapons from the defense as possible. This means looking to run the ball outside using unconventional sets to keep the defense off balance. Let's take a look at this play and you will see what we mean.



Shotgun Slot F Wing—QB Power

In this formation we used a spread attack that keeps the box from being loaded. Then we have the HB and TE on the same side to provide a lead-out block for the QB. We must key in on the defensive end. If he goes inside we bounce it hard outside and get what we can on the edge. If he takes an outside charge we will run it like an off tackle. We let the line tell us where we need to take the ball.



This play has a pulling guard and two lead blockers

The defensive end went inside and was sealed off very well by the line. Now we can attack the edge and allow our QB to pick up much-needed yardage on the ground. We have the secondary sealed as well. Look at how the line went to the second level to increase our chances of getting more yards. This is all about making the right reads and staying with your blocks. If they break down, get downfield as soon as possible. Nothing hurts a drive more than negative yardage on any down.



Even a big QB can get outside with blocking like this

Now it's just a footrace to the pay dirt here. You threw three different obstacles at the defense on this play: You came out in a passing set. You ran a spread formation to pull defenders from the box. Then, lastly, you used a weapon that the defense often fails to account for (the QB). Again, this isn't finesse at all. This is just smash-mouth football to the outside. Now when you come out in this set they don't know if you're going to pass or run.



Down the sideline and heading for six points



HB TOSS

The toss is one of the most commonly used plays for teams that want to get outside. The difference between a toss and a sweep is the delivery of the ball at the mesh point. The QB tosses the ball after stepping out around 4 o'clock. The HB needs to get out and get to the mesh point. You are trying to beat the defense to the edge.



I-Form Tight—HB Toss

You have to stay behind your wall of blockers and let your men seal the edge. If you overrun your blocking your back will get exposed. If you see the defensive end cut back outside of your wall, then quickly cut it inside.



Be patient when running the toss

Once your wall has broken down the edge you can open up and hit the speed burst. Always look downfield to set up the next defender for your blockers. This is called running vision. Once you get to the second level you need to set up the next defender who might keep you from scoring.



Once you turn the corner, lay on the speed burst

Setting up your blocking allows you to get more yards on each play. Don't be happy with just getting outside. You need to get the most you can out of each open opportunity.



Use your running moves to break tackles

HB SWEEP

This play is the brother of the toss. Remember that the difference is the delivery of the ball to the back. The sweep is a deep-step handoff to the back, where the line pulls outside forming the same kind of wall. The sweep is more for sealing and better for slower line-men. You need more patience with the sweep than with a toss. Both allow excellent cutback ability if the defensive end cuts outside and over-pursues.



I-Form Tight—HB Sweep

As you can see, the movement of the line is the same and you're making the same reads as you run. You just remain behind the line and let them do what they do best. This is a good picture showing the defensive end taking an inside angle to break up the play in the back-field. You also see the TE and guard trying to form a wall so you can get outside.



Follow your lead blockers around the end

We have a nice cutback lane inside to the left. The line has done an excellent job closing off the edge, and our wideout has cleared the sideline as well.



A great seal by our blockers

Now it's a footrace to pay dirt. This is why it's important to set your runs up a level at a time. Your number one rule is to get out of the backfield. Then when you get past the line you need to think second and third level.



This could be taken all the way

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PLAYING OPTION FOOTBALL

The option is what makes *NCAA Football 10* great and unique from the NFL game. The option forces the defense to commit to defending the ball carrier, and then punishes them if they are too aggressive. When they commit to the first ball carrier, you can extend the play with the option pitch. When you use the option correctly, it can give your opponents fits if they're not disciplined enough to play their lanes. If you combine the option, inside run, outside run, and a passing attack together the defense will be in for a long day. Let's look at some option plays.

SPEED OPTION

This is a basic play that many players use while they are getting the feel for the option game. Each option play has a key player on defense whom you should read. If you make the correct read, you should know exactly when or if to pitch the ball. It's that easy. In this play the DE is our read.



Flexbone Trips Right—Speed Option

This is a great shot of the DE read. He took an outside rush and the offensive tackle is clamping down on the end. We took the ball inside to get lined up with our blockers and the pitch man. We need to maintain an open pitching lane and work downfield. This is the time to decide whether to keep or pitch. Once you make your mind up you need to execute immediately. Any hesitation can cause a turnover or negative yards.



The QB splits the hole in the line

We need to draw as many men to our player as possible. This will help open up our back to receive the ball. We also need to provide proper spacing by not crowding our pitch option. If we get too close it's easier for the defense to contain us. You see here our back is set up nicely to get a great gain downfield.



We make the pitch to the outside

This play is one of the easier option schemes to cut your teeth on because you only have one read. When you get good at this one you then can move up to Triple Option plays or plays with more misdirection.



Off to the races down the sideline

TRIPLE OPTION

The Triple Option is the real staple of teams that use a Flexbone attack. It is one of the best plays to run once you are comfortable with the reads and discipline of the option. This play gives you a triple running threat. You can keep the ball, hand it off to the FB, or pitch to the FB or wingback. You read the tackle and the defensive end in this one. Let's take a look.



Flexbone Normal—Tr Option Str

Check out the line of scrimmage before you snap the ball. If the line is spread out, you can make the hand-off to the FB up the gun. If the middle is crowded, just let the QB execute the fake handoff. This at times will draw men in and help you with your next move and read. Quickly read the DE to see if you need to cut inside or stay outside. Once you get past the first wave of defenders you must make a choice whether to pitch or not. You can see they really bite on this fake. Everyone is drawn to our FB.



First we make the quick fake to the FB

We stay in tight so we can get more men to collapse on us. Our reads dictate that we should make the pitch. The defensive end and the whole line were sucked in by the fake; we have an open lane to pitch the ball.



We pitch it right as the defense arrives


**NCAA
FOOTBALL 10**

OPTION PASS

Once your option run game is clicking, you can add some passing to it. With all of the misdirection and motion, you really force the defense back on their heels. Some opponents will decide to go after you and really sell out to stop the run. This is when you pop them with the Option Pass.

When you hike the ball it looks like the same Speed Option play you ran before. The main difference is that the screen zooms out so you can see the entire field. You can continue running, pitch the ball, or activate a pass.

When you see the defense drop down to defend your option, make a read downfield to see if you have one-on-one coverage for your receivers downfield. Notice that the two defenders who were dropping back are coming down towards the QB and the HB. If you look downfield you see only the strong safety lurking back to defend two players. This is a good time to pass the ball. We like to run this play once or twice just pitching the ball. Then we come back to it and pop the defense with the deep ball.

Now the ball carrier only has the defensive backs to beat. We love the Triple Option because it allows you to pretty much stay in the same play for most of the game. If the box is light on defenders, run the FB. If the inside is loaded with defenders, work the pitch to the outside. Once you have established the Triple Option, you can pull out trick plays like the Option Pass.



Flexbone Slot Right—Speed Opt Pass



The wingback goes in motion as the pitch man



We have the pitch set up if we want it



Down the field for a big gain

When you're ready to pass you just hit the **A** button (**X** on PlayStation 3) and the passing icons come up. Once they do the defenders drive back and try to get in position to defend the pass. At this time it's way too late to do that. The strong safety is on his own.



We decide to pass

The slot caught a nice pass and now the defense is in major trouble. This play provided you with three options, just like the Triple Option. Plays like this can add some passing game elements to your option attack. When you make the commitment to have the option as your main form of attack, make sure you add some passing plays to keep the defense honest.



Our receiver is wide open down the field

FB LOAD OPTION

Now it's time to get another bullet loaded for your option gun—using the FB in your rushing attack. Let's look at this basic play and walk through how this can take your option offense to another level.

This play looks like others you have run in that it has automation. Please pay close attention to the plays within each formation. Make sure that if your play has automation that you have other plays that use the same motion. This will help you in the long run when you're in tight games. The wingback goes in motion as if he is going to be the pitch man. Instead he throws a lead block. This play works similarly to the Speed Option.



Flexbone Split—FB Load Option

In this play the FB is the lone player in the backfield. This motion makes it look as if the wingback will get the ball. This is what coaches call working the three-man game. The wingback helps set the play up because the FB has been blocking in most of the plays so far. On plays like this, use the HB/FB Flip package to put a fast player in as the FB.



Here comes the wingback in motion

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The wingback is the lead blocker. Make sure you provide proper spacing with your QB so no one can defend the pitch. You should drive downfield to draw as many people as you can to sell the QB keeper. Then at the last second you make the pitch to the FB. This is where the HB/FB Flip package comes in handy. You have more speed in the backfield to turn the corner.



Our FB is in great pitch relationship with the QB

Now look at all of the green in front of us. This play was run to perfection. You have broken off a huge gain with misdirection and proper option fundamentals. As you pass each level into the secondary be proactive and make sure to set up your next move. This is what makes your attack more effective.



Lots of running room here

PASSING CONTROLS

The quarterback position is the glamour position in football. He is required to learn and master a host of different skills if he is to become an impact player worthy of taking notice. To be a great quarterback you've got to work at it in-game. Fortunately, the development team for *NCAA Football 10* has given you plenty of tools to be an effective passer of the football.

BULLET/LOB PASS

Xbox 360: A B X Y or LB

PlayStation 3: X ▲ ● ■ or L3

The Bullet and Lob Pass button gives you two different ways to throw the ball to receivers. The bullet pass gets the ball to the receiver quickly, whereas the lob pass takes longer. Both have their uses. For instance, if the receiver you are throwing the ball to has tight coverage on him, throw a bullet pass so that defender has less time to break on the ball. If you see that a receiver has a few steps on a defender when running a streak down the sideline, you can throw a lob over the top. Take control of your receiver and move him under the ball for a big gain.



Put touch on the ball with the lob pass



Thread the needle with a bullet pass

MOTION

Xbox 360: ○ to select player, then left or right on the left thumbstick

PlayStation 3: ● to select player, then left or right on the left thumbstick

While it's not technically a passing control, motion can be used to help determine whether the defense is in man or zone coverage. This is an excellent way to get your pre-snap read. To send a receiver in motion, use the Switch Player button to cycle through the available receivers. Once the receiver you desire is selected, press left or right on the left thumbstick to send him in motion.



Put a receiver in motion to read the coverage

PASS LEAD

Xbox 360: Left, right, up, or down on the left thumbstick

PlayStation 3: Left, right, up, or down on the left thumbstick

Pass lead has both advantages and disadvantages. As you are throwing the ball, press the left thumbstick up, down, left, or right to lead the receiver. Each direction has a different outcome. Pressing up on the left thumbstick throws a high pass. The receiver attempts to jump up to snag the ball out of the air. If the left thumbstick is pressed down, the quarterback throws a low pass. The receiver often goes down to the ground to make the catch. Left or right on the left thumbstick leads the receiver in that direction.



Making a low catch on the ball



Catching air to make the grab

COACH CAM

Xbox 360: RT

PlayStation 3: R2

Just in case you forget what the pass routes look like, you can use the Coach Cam to view the on-field play art. This gives you a chance not only to see each receiver's pass routes, but also to view their pass icons. Many top players also like to use this tool to get a bird's-eye view of the coverage. They might find a weakness to exploit.



Using the Coach Cam


NCAA FOOTBALL 10

PUMP FAKE

Xbox 360: Left, right, up, or down on the right thumbstick

PlayStation 3: Left, right, up, or down on the right thumbstick

This control can be used to get the defensive linemen to jump up in the air and slow their pass rush down. The pump fake can also be used to draw the safeties up. If they do bite on the fake, look to go deep to a streaking receiver down the sideline.



Executing a pump fake

SPRINT

Xbox 360: (RT)

PlayStation 3: (R2)

The Sprint button gives the quarterback an extra burst of speed to outrun defenders. Obviously not all quarterbacks are created equal when using the Sprint button. If the quarterback has a high speed rating, he becomes a double threat for the defense and he must be accounted for at all times.



Getting away from trouble

THROW AWAY

Xbox 360: (RB)

PlayStation 3: (R1)

If you are feeling the heat from the pass rush and no receivers are open down the field, don't force a bad pass or take a sack. Just throw the ball away. Make sure you are outside the pocket before throwing the ball away. If not, you'll be flagged for an intentional grounding penalty.



Throw it away when nobody is open

QUARTERBACK SLIDE

Xbox 360: Tap (X)

PlayStation 3: Tap (X)

The QB Slide is the most effective way to keep your QB's head intact if you have decided to take off and run the ball. When the quarterback is about to be tackled, get down to the ground quickly by tapping the QB Slide button.



Get down and avoid the big hit

GENERAL TIPS PRIOR TO EACH SNAP

- Where are the safeties? Their location usually provides a tip about the defensive coverage. The free safety generally lines up 10 yards from the line of scrimmage with the strong safety at 8 yards.
- Find mismatches that favor the offense. If you see that a linebacker is matched up with the slot receiver and man coverage is called, there is a good chance that the linebacker won't have the speed to keep up.
- Do not hold the ball too long. Once you hit your last step in your drop, you should have a good idea of the pass coverage and where the ball should go. Too many new players hold the ball too long because they don't read the pass coverage properly. This is a surefire way to give up a sack.
- In your post-snap progressions, work from one side of the field to the other. As soon as you find a receiver open, throw the ball. Don't wait, thinking that another receiver will come up, because chances are one won't. If you miss the open passing window, there is a good chance you will end up on your back.
- Practice, practice, and more practice. The best way to learn how to pass the ball is to spend a lot of time practicing running pass plays over and over against all types of pass coverages. Once you learn which pass routes beat which type of pass coverage, you will become that much better as a passer in *NCAA Football 10*.

HOT ROUTES

There are times when putting a player in motion can tip off the defense. Smart players will learn your tendencies and punish you when you give away your play call. However, you can also turn the tables on the defense if you are smart. *NCAA Football 10* gives you a hot route system to change up plays, create passing concepts on the fly, and exploit the defensive pass coverage. Using hot routes allows the offense to change the pass pattern of the receiver(s), back, or tight end. This section will get you up to speed on each hot route and how they work in *NCAA Football 10*.

STREAK

Xbox 360: (Y), the receiver's icon, then up on the left thumbstick

PlayStation 3: (Triangle), the receiver's icon, then up on the left thumbstick

The streak route works best against bump-n-run man coverage with no safeties in deep zones (Cover 0). You'll need a receiver with a speed advantage to make this work. Another time you may want to send a receiver on a streak is when you think your opponent is calling some type of Cover 2 zone coverage. If you call a formation with slot receivers, consider sending one or both of them on a streak. Look for the safeties to split out wide once the ball is snapped. If they do, pass lead inside and hit your slot receiver. This works best when some type of four verticals concept has been called.



Streak route

CURL

Xbox 360: , the receiver's icon, then down on the left thumbstick

PlayStation 3: , the receiver's icon, then down on the left thumbstick

When your opponent calls normal man coverage or soft zone coverage, throw the curl. Against man coverage, wait for the receiver to show you his numbers. Look to see which direction the defender is shading. Pass lead in the direction opposite the defender.



Curl route

OUT/IN

Xbox 360: , the receiver's icon, then left or right on the left thumbstick

PlayStation 3: , the receiver's icon, then left or right on the left thumbstick

In years past, out and in routes were generally very effective against man coverage, especially when pass lead was used. In *NCAA Football 10*, there is a bigger risk involved when throwing these types of routes against man coverage. You are better throwing them against loose zone coverage. On the other hand, if you hot route a fast running back on an out or in route, there is a good chance he will get some separation when matched up with a linebacker. This also holds true when a fast slot receiver is matched up with a slower linebacker or safety.



Out route

FADE

Xbox 360: , the receiver's icon, then up on the right thumbstick

PlayStation 3: , the receiver's icon, then up on the right thumbstick

This route works best against normal man coverage when you throw a quick bullet pass just as the receiver breaks down the sideline. This is not to say that the fade route cannot be used against man coverage deeper down the field, but it may require some user stick control to make the catch. It also can be used effectively against most Cover 3 coverages provided that you do not mind taking control of the receiver to make the catch.



Fade route

DRAW/FLAT

Xbox 360: , the receiver's icon, then down on the right thumbstick

PlayStation 3: , the receiver's icon, then down on the right thumbstick

Traditionally the drag route has been pretty much a given against man and zone coverage when you are looking to pick up short yardage underneath. In *NCAA Football 10*, it's not as effective against man coverage if the defender has the speed to keep up. Against zone coverage, it's still effective, but you may need to have another receiver running a deeper route over the top of the drag to keep the defenders in the area occupied. The flat route works well against soft zone coverage or when the defender in man coverage is playing to the inside of the receiver.



Flat route

SLANT IN/OUT

Xbox 360: , the receiver's icon, then left or right on the right thumbstick

PlayStation 3: , the receiver's icon, then left or right on the right thumbstick

Slants to the inside work against any type of man coverage. Once the receiver makes his break, throw a hard bullet pass. Just watch out for defenders, in particular defensive linemen dropping back in hook zones. Slant outs are very effective against normal man coverage when slot receivers are running them. As soon as the receiver breaks, pass lead to the outside so only he can make the catch.



Slant route

BLOCK LEFT/RIGHT

Xbox 360: , the receiver's icon, then or

PlayStation 3: , the receiver's icon, then or

Break out this control when you need extra pass protection because your opponent is getting pressure, calling a blitz, or when you need time in the pocket to convert a long pass play.



Good block by the HB


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SMART ROUTES

Xbox 360: , the receiver's icon, then

PlayStation 3: , the receiver's icon, then

Smart routes are used to extend or shorten pass routes around the first down marker. For instance, say you call a play that has a receiver running a 7-yard curl, but you need him to run a 10-yard curl to get to the first down marker. You can extend it 3 yards by pressing the Hot Route button, then the receiver's pass icon, and then the Smart Route button. Keep in mind not all pass routes can be smart routed. A few routes that can be smart routed are curl, in, out, corner, and dig routes.

SHORT PASSING GAME

The short passing game really came into its own during the heyday of the West Coast Offense. The West Coast Offense (WCO) as we refer to it today was the brainchild of Bill Walsh while an assistant coach to Paul Brown in the late '60s. Cincinnati was an expansion team that year and did not have the same levels of athletic talent as the rest of the league. Coach Brown wanted an offense that could keep control of the ball and keep their weaker defense off the field. They felt they needed to make 25 or more first downs each game to stay competitive due to the lack of personnel needed for an aggressive ball control running game.

LaVell Edwards of Brigham Young University (BYU) also used the West Coast Offense to win the 1984 NCAA Championship by beating Michigan in the Holiday Bowl 24–17. Many college football observers began to take notice and started to incorporate the West Coast Offense in their playbooks. Unlike previous air attacks from pass-minded coaches such as Sid Gillam and Don Coryell, which were about passing the ball deep, the West Coast uses short, high percentage passes. This type of scheme allows teams to control the clock without having to run the ball as much. While it's not as popular in college football, there are still a handful of teams that run some version of the West Coast Offense.

PHILOSOPHIES OF THE WEST COAST OFFENSE

- ◆ The West Coast Offense can be executed on any down or distance. This keeps the defense from picking up tendencies that they can key on.
- ◆ It spreads the defensive coverage over a much larger area of the field, both horizontally and vertically.
- ◆ It creates mismatches in speed, size, and the number of receivers the defense has to cover.
- ◆ It maintains ball control through the air instead of on the ground running.
- ◆ The receivers must run precise routes since the West Coast Offense is about timing and precision.
- ◆ Even though the West Coast Offense is about short passing it does not neglect the running game.
- ◆ Using backs coming out the backfield is a must in the West Coast Offense. A running back with good hands should be the focal point of the West Coast Offense.

- ◆ Having a good quarterback is necessary to run the West Coast Offense. He does not have to have the strongest arm to succeed, but he must be able to make quick reads to beat the defense.
- ◆ Using the tight end is another must if you are to run the West Coast Offense successfully. When the offense gets in the red zone, the tight end becomes the go-to receiver.

PRACTICING THE SHORT PASSING OFFENSE

Timing is everything in this offense. Get into practice mode and work on your curls, hitches, and hooks. You must learn to hit your receivers right as they cut to get the most yards on any given play. Work on your drag routes over the middle. Practice cutting downfield as soon as you get the ball. The quicker you get moving north and south, the more yards you can squeeze out of each play. Passing to the backs takes a little touch as well. You don't want to throw a bullet because they are too close, and they don't usually have as good a catch rating as your WRs. However, throwing too much of a lob gives the LBs the opportunity to break on the pass or leaves your back hung out to dry on a big hit.

COMMON SHORT PASS ROUTES

Several standard short pass routes can be found in *NCAA Football 10*. We look at few of the more common ones players tend to use in the short passing game.

ANGLE

Perhaps the best short passing route for a running back to get open against man coverage is the angle route. The running back starts off by going out at an angle towards the line of scrimmage. Once to the line of scrimmage, he takes a hard cut towards the middle of the field. At this point he usually is able to create some separation from the defender covering him.



The FB breaks to the sideline

Once you spot him break open, throw him a hard bullet pass.



He's open coming back across the middle

Against most man coverage defenses, expect to pick up at least 6–8 yards.



Look at that separation

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Watch for defenders dropping back in hook zones or playing QB Spy. They are often in position to make a play on the ball or at the very least make a quick tackle.

FLAT

If your opponent is bringing a lot of pressure on you, calling plays that have at least one receiver running a flat route is great way to exploit their aggressiveness. Several of the Cover 3 zone blitzing concepts in *NCAA Football 10* do not have any defenders covering the flat. These coverages leave that area of the field vulnerable for a quick bullet pass. Another good time to look to throw the flat is when you have a fast running back who is matched up with a slower linebacker.



HB#20 sneaks out into the flat

When making the throw, make sure the running back catches the ball on the run.



He's wide open for an easy throw

This allows you to pick up a good amount of yardage once you take control of him.



Turn the corner and get extra yardage

QUICK SLANT

There is no better route in the game for beating bump-n-run man coverage than the quick slant route. Once the receiver is able to break from the jam, he will almost always get inside position. Once you see this, rifle him a hard bullet pass.



Breaking the jam

If you are lucky enough to catch your opponent in some type of Cover 0 defense where no safeties are playing deep zones, there is a good chance you can turn a 5-yard pass into a 60-yard touchdown.



Our receiver is wide open

Against zone coverages, watch to see if any defenders drop back into hook zones. If no defenders drop back in the area, throw a hard bullet pass.



Great catch for a quick gain

SCREEN

Screen routes should be a staple for any coach who plans on running a short passing game. Whether it is a screen to a receiver or running back out of the backfield, these quick hitters are great for keeping the defense honest. Be sure to run at least five types of screen plays a game, especially if your opponent likes to blitz. Not only are they a low-risk pass play, but there is a good chance for a big pickup down the field once the catch is made. In the screen shot, the play is set up perfectly. Notice how the offensive linemen are out in front blocking.



Our blockers get out to set up the screen

Even if the blocking doesn't set up well, the worst-case scenario is you pick up a few yards.



Plenty of room to run

INTERMEDIATE PASSING GAME

Of the three phases of the passing game, the one that is most often overlooked is the intermediate passing game. The main reason is, most players are very efficient with short passes, or they would rather just throw it deep and try for the big play. In *NCAA Football 10*, if you learn to use the pocket, you will find that the intermediate passing game can be very effective. The main difference between the short passing game and the intermediate passing game is that the routes take a few seconds longer to develop. For instance, a receiver running a 5-yard out only takes a few seconds to get open. You don't have to hold the ball long and risk a sack. However, on a 10-yard out, the receiver takes a few extra seconds to make his break. You must use the pocket and hope your protection holds up. On deeper pass routes such as streaks, many players are able to get rid of the ball quickly by putting a lot of air under it and just waiting for the receiver to get under it. Go into practice mode and have the flanker run a 10-yard deep out. Now have him run a streak. We guarantee you that in most cases you will have thrown the ball quicker to the receiver running the streak than to the receiver running the 10-yard out. That's why most players don't utilize the intermediate passing game; it's more risky than the short passing game and less rewarding than the deep passing game. But if you can master it, you can chew up defenses.


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COMMON INTERMEDIATE PASS ROUTES

CORNER (WITH INSIDE RELEASE)

One of the most popular routes over the years has been the corner route with an inside release. Many hard-core players refer to this route as the Backwards C route. In *NCAA Football 10*, it is not nearly as effective against man coverage as it was in years past, but with some user stick control it can be serviceable.

The receiver first breaks towards the inside as if he is running a slant route.



Beginning of the route

At this point, you may be able to throw a high bullet pass, but don't always count on the receiver being able to make the catch. To have a better chance of getting clear for a catch, your best bet is to roll the quarterback out to the same side as the receiver.



Working to get open

Once the receiver breaks to the corner, throw a hard bullet pass by leading him to the outside. While the ball is in the air, take control of the receiver and bring him back towards the quarter-

back. Hold the Catch button down and wait for the receiver to jump straight up in the air.



Take control and manually catch the ball

CROSSING ROUTES

Crossing routes have always been some of the best intermediate pass routes in the game. This year, you will want to find plays that have them because they work just as well against both man and zone coverage.



The middle is looking good

If man coverage is called, wait for the receiver to come across the middle. Once he gets a few steps on his man, throw him a hard bullet pass.



Fire in a bullet pass

Be careful about using pass lead. If you lead him too far, there is a good chance he won't be able to catch the ball because it will be too far out in front of him. Pass lead is a bit more sensitive this season.



Room for yards after the catch

HITCH

Hitch routes are normally effective against man and soft zone coverage; however, in *NCAA Football 10* they are not as effective against man coverage because of how the coverage reacts.



Running the hitch route down the field

If you are going to run plays with this route, you will want to take control of the receiver once the pass is thrown. Make sure to move the receiver in front of the defender. If you don't you are likely to see your pass picked off.



Throw just as the receiver makes his break

Not only is this route hard to complete on the higher difficulty levels against man coverage, but so are in and dig routes. In the screen shot, we are able to step in front of the defender and make the catch for a 10-yard pickup.



Take control and get in position to make the catch

DEEP OUT

Quick out routes work well against man and soft zone coverage; deep out routes (10–12 yards) can be used to beat man and zone coverage. If man coverage is called, a deep out is a bit harder to complete than the quick out. You don't want to lead the intended receiver to the outside—instead lead him to the inside. If you look closely, you will notice that the cornerback gets outside position on the receiver as he makes his break to the outside. This makes it very hard to pass lead to the outside.

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This route takes a bit to develop

We suggest throwing to the inside and then taking control of the receiver.



Again, throw the ball as the receiver makes his break

While the ball is in the air, have the receiver turn towards the quarterback. If you time it properly, he should get between the ball and the defender. This allows him to make the catch for a 9–12 yard gain.



You may need to take control of the receiver to get proper position

POST

Post routes tend to work really well in the game this year against both man and zone coverage. One thing we like to do is call plays on first down that have the slot running a deep post route. Once on the field, we shorten his post route by smart-routing it. Once the receiver cuts towards the post, he's generally inside of the defender in coverage. This allows us to throw a hard bullet pass where only the receiver can make the catch.



Make the throw once the receiver gets inside position

The post route works well against most Cover 2 zone coverages in the game. If you see the safeties split out wide, look for the receiver running the post route.



If you see the safeties split wide, throw the post route

VERTICAL PASSING GAME

Whenever you click over to your favorite college football game show to catch up with the latest scores, you can bet you will see plenty of highlights involving the home run ball. In *NCAA Football 10*, there will be plenty of opportunities for you to save and create your own deep ball highlights. In this section of the book, we introduce four of the more common deep passing routes in the game.

The vertical passing game is the segment of the passing attack that is the most feared by the defense. A defense believes that the longer the offense is on the field the better the chance is of the offense making a mistake that will benefit the defense. The deep pass play makes drives short and eliminates these potential mistakes. A good balance of the medium passing game with the explosiveness of the vertical passing game is a guaranteed headache for any defense.

The primary job of the vertical passing game is to stretch the defense. This can be done vertically with just going deep against the defense, or you can combine the horizontal stretch of Shotgun and Ace spread sets. These formations spread the defense and force them to protect the boundary as well as the deep route. The key to this offense is to make sure that you have established the medium passing game. The vertical game can work by itself on occasion, but with the proper mix you will have consistent results when throwing the deep routes.

To make sure that the offense is prepared to use this type of attack, the quarterback must be able to read the coverage of the safeties. Each type of coverage requires a different method of attack. Through constant practice and repetition you can begin to read the drop of the safeties and determine the type of coverage being played.

The vertical passing game is the quickest way to score on offense, but it is also the hardest to be consistent with if you do not establish the power run game. By mixing in a strong power run game,

you force the defense to crowd the box and run base defense that will add to the success of your vertical game. Study the position of the safeties and their drops so that you become familiar with the open spots against different secondary coverage types.

Before we take a look at those deep passing routes, let's take a quick look at some of the characteristics of the vertical passing game:

- ◆ It is a stretch-the-field vertical offense predicated on the complementary effects of throwing deep and running the football.
- ◆ For the deep routes to come open, the power running game has to be successful. This will force at least one if not both safeties to come down in the box.
- ◆ The receivers often run intermediate-to-long routes.
- ◆ The quarterback drops farther in the pocket. He takes 5- and 7-yard drops.
- ◆ For the vertical passing game to be successful, a heavy emphasis on pass protection is a must to give the QB time to find receivers downfield.

PERSONNEL REQUIREMENTS FOR THE VERTICAL PASSING GAME

Quarterback: Look for quarterbacks who have high throwing power ratings. Normally a rating of 90 or above should be sufficient to throw the ball deep.

Running Back: Obviously you want a back who has a high catch rating. He needs to have speed to get down the field. Most importantly, find one who has power to run the ball. You may not find many players in the game with a combination of power, speed, and catching ability, but those backs that possess all three are game breakers.


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Receiver: Speed is the most important attribute to consider. Receivers with 95-plus speed ratings can stretch the field and put the fear into the opposing defensive secondary.

DEEP VERTICAL PASSING ROUTES

FADE

The receiver starts running towards the sideline at an angle before breaking straight down the field.

Strengths: The fade, in combination with a streak route run by a slot receiver, is a great route to beat zone coverage with. It's one of the best pass routes for learning to user catch.

Weaknesses: Man coverage can make this route a little less effective if the player on defense has good stick control. Cover 4 along with defenders dropping in buzz zones can defend the fade route. Cover 2 zone coverage can sometimes throw the receiver off his route.

In the screen we throw to the receiver running the fade route down the sideline.



Wait until the receiver gets downfield before throwing

We make the catch just as the defender closes in.



A perfect throw splits the coverage

POST

The receiver runs straight down the field for at least 7–9 yards before breaking towards the goal post.

Strengths: The post is a good route to run against both Cover 2 man and zone coverages. Look at the location of the safeties before making the throw. If they are split wide, the receiver running the post will be open. This is a good route to run against Cover 0, but you need time to make the throw. Go max protect if need be.

Weaknesses: Cover 1, Cover 3, and Cover 4 do a good job of shutting down the post route.

If Cover 2 man coverage is called, such as in the screen shot, post routes are very deadly once the receiver cuts towards the deep middle.



Letting it fly down the middle

Try user-catching as the ball is coming down. In the screen shot we make the catch in front of the defender.



User catch!

STREAK

The receiver runs straight down the field as fast as he can in hopes that he can outrun the defensive back.

Strengths: This is a good route if you have a receiver who's faster than the defender covering him. Look for one-on-one coverage. If you spot it, let the ball fly if your receiver has a step or two on the defender. There is potential for a big play.

Weaknesses: It's not a high percentage pass. There is a good chance that the pass will be picked off. The receiver must get separation, and the QB needs time in the pocket.

In the screen shot we throw a deep lob pass to the streaking flanker.



There is a nice over-the-shoulder catch animation this year

If the receiver has enough separation, he will catch the ball on the run and go all the way in for 6.



Stretching to make the grab

WHEEL

The receiver takes a wider arc towards the sideline before breaking straight down the field.

Strengths: This is a great route to beat zone coverage when the slot receiver is running the wheel in combination with a post route run by the outside receiver.

Weaknesses: Many of the same weaknesses apply to the wheel route as to the fade route. Man coverage can make this route a little less effective if the player on defense has good stick control. Cover 4 along with defenders dropping in buzz zones can defend the wheel route. Cover 2 zone coverage can sometimes throw the receiver off his route.

We wait until the outside receiver running the post route draws the right cornerback inside. Once he does, we throw a bullet pass towards the sideline where only our slot receiver can make the catch.



Air it out down the sideline

We make the catch as the defender tries to break up the pass.



The defense arrives too late

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PASSING CONCEPTS

Throughout the *NCAA Football 10* offensive playbooks you will find plays including terms such as Spacing, Stick, Mesh, and Four Verticals. To many players, these are just names of plays. However, they are more than just names—they are real football passing concepts that high school, college, and pro football teams actually run. The EA SPORTS playbook team did a really nice job mimicking these passing concepts in-game.

So what are passing concepts, you ask? Well, think of the football field as a flat, two-dimensional plane. You attack a defense horizontally or vertically along a line on this plane. This makes it very difficult for them to defend all the spaces on the field. Below is a more in-depth breakdown of some of the passing concepts you will find in the game.

HORIZONTAL PASSING CONCEPTS

A horizontal passing concept is used to spread the defense out from side to side by stretching four underneath defenders with five receivers all looking back at the QB. Receivers may not each run the same distance from scrimmage, but each fills a passing lane. In theory at least one will be open.

A good example of a horizontal passing concept is the Shotgun Empty Trey Spacing. This play sends five receivers on short curl routes. If the defense calls any type of zone coverage, you can almost bet at least one receiver will be open for a 3- to 5-yard pickup. The spacing concept is a great goal line play to run when you are 5 yards or less from the end zone. It is very hard to defend if your opponent calls zone coverage. As you drop back in the pocket, look to see how the defenders are playing the receivers. If the defender is playing outside of the receiver, then throw the pass inside where only the receiver can get it.



The spacing concept



Scanning the field for open receivers



The QB fires the ball in to his man



Time to get some extra yards

VERTICAL PASSING CONCEPTS

A vertical passing concept is used to attack the coverage up and down by sending numerous receivers deep. If the offense sends four receivers deep, and the defensive coverage is Cover 3 (3 Deep), then in theory one of the four receivers will be open because they outnumber the defenders.

The Shotgun Empty Trey-Four Verticals does an excellent job at beating Cover 2 zone coverage. With four receivers streaking down the field, the safeties are outnumbered. In most cases, once the outside receivers break the jam they will be open down the sideline because the safeties tend to get drawn inside to cover the slot receivers. When making the throw to one of the outside receivers, make sure to lead the pass towards the sideline. If for some reason the safeties decide to cover the outside receivers, look to throw to the two inside receivers running seam routes.



Four verticals play art



Stretching the deep coverage



The QB lets loose with the deep ball



The receiver found a hole in the zone

HORIZONTAL/VERTICAL PASSING CONCEPTS

Horizontal/vertical passing concepts combine both concepts by sending three receivers deep (vertical) and two receivers underneath (horizontal).

The smash concept is a very popular horizontal/vertical passing concept that is run in both college and pro football. For this example, we run it out of the Shotgun Empty Trey. Notice we have three receivers running vertical routes and two receivers running short curls. Your first read should be the outside receivers running curls. If no defenders are covering the flats, look to throw the curl route. If there are defenders covering the flats, then look to one of the slot receivers running corner routes. Don't forget about the TE running a post route. He will be open if Cover 2 zone coverage is called.


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Notice the corner/curl combos on both sides of the field



Things are starting to open up a bit



Looking for the corner route



The receiver makes a tough catch

OBJECTIVE RECEIVER CONCEPT

The objective receiver concept defines a specific receiver as the QB's primary read—typically routes like the option, fades, or streaks. One type of objective receiver concept we like to run is where we have the backside receiver running a quick slant. The idea behind this concept is to get the backside receiver isolated in one-on-one coverage with his man. To achieve this, we want to make sure no other receivers run a route in his area. The Shotgun 4WR Trey Strg Quick Slants is a perfect example of the objective receiver concept. Notice the split end (backside receiver) is running a quick slant. As soon as the ball is snapped, we look left to see if any defenders drop back in hook zones to the target area for the backside receiver. If the area is clear, we throw a strike to the split end. This concept is very effective at beating man and bump-n-run man coverage. Just be sure to be on the lookout for defenders dropping in hook zones.



We've isolated a receiver on the left side of the field



He's getting inside leverage on the cornerback



Fire in a bullet pass



Just enough separation to make the play

OTHER PASSING CONCEPTS YOU WILL FIND IN NCAA FOOTBALL 10

One on One: Look for one-on-one coverage before and after the snap.

Isolations: Isolating a receiver on a defender with a particular route.

Option Routes: Primary receiver has three different routes he can run based on the coverage.

Hi/Lo Route Combo: One receiver runs a short route, while another runs a deeper route in the same zone area. Curl flats plays are a good example of this.

Flooding: Three or four receivers run routes to the same side of the field at different depths to create voids in the zone coverage.

Man/Zone Combinations: On one side of the field, we have pass routes set up to attack man coverage. On the other side, we have pass routes set up to attack zone coverage.

PASSING CONCEPTS KEYS

- ◆ Know the situation.
- ◆ Pre-snap reads—anticipate what the defense is doing.
- ◆ Read the pass coverage once the ball is snapped. Make adjustments on the fly as needed.
- ◆ Think protection first, then pre-snap adjustments (hot routing, motioning, flipping, audibling), progressions, timing, outlets/dump offs.
- ◆ Know the coverages: Cover 0, Cover 1, Cover 2, Cover 3, Cover 4.

CREATING PASSING CONCEPTS

- ◆ Look for routes that attack man and zone. This may not always be possible, but at least make this a point of focus.
- ◆ Integrate certain anti-man concepts within a zone-stretching framework (such as the mesh or option routes).
- ◆ Put man combinations to one side and zone combinations to the other. Many of the best NFL and college teams do this quite effectively, and it is still simple to do.
- ◆ Create passing concepts that beat bump-n-run man coverage.

READING PASS COVERAGES

When you prepare to attack the defense in the passing game, it is essential that you have at least a basic understanding of the coverages in *NCAA Football 10*. Let's take a look at the basic coverage schemes that you will encounter when playing the game.

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ZERO SAFETIES COVERAGE FAMILY

During our pre-snap reads or after the ball is snapped, if we see no safeties playing the deep middle of the field, we anticipate that Cover 0 coverage has been called. When we see Cover 0 coverage we expect some type of blitz. Most Cover 0 blitz schemes send more than two extra pass rushers.

ONE SAFETY COVERAGE FAMILY

If we see one safety move up and one stay stationary before the ball is snapped, it normally tells us the defense is playing some type of Cover 1 (Man Free) coverage. If zone coverage is called, one safety will rotate over the middle and it's Cover 3. The coverages may look alike, since the safety plays over the top. However, the underneath pass coverage is different. If the defenders follow the receivers, then it's man coverage. If the defenders drop straight back, play the flats, or buzz out, then it's zone coverage. There are several Cover 1 man defenses that bring at least one extra pass rusher. Most of the zone blitz concepts implement some type of Cover 3 coverage. Cover 3 is the most used zone coverage in *NCAA Football 10*.

TWO SAFETIES COVERAGE FAMILY

In this group of coverages, both safeties split out wide and cover the deep halves of the field. The pass coverage underneath is either man or zone coverage. Most players in *NCAA Football 10* use man coverage underneath as their base defense. Cover 2 zone is not used much because of the lack of a solid pass rush.

Cover 4 also falls under the two safeties coverage family. Instead of the safeties splitting out wide like they would in Cover 2, they cover a quarter of the field between the hashes and between the yard numbers. The two outside corners drop

back to cover between the yardage numbers and the sidelines.

PASS COVERAGE STRENGTHS AND WEAKNESSES

Let's take a look at the areas of the field that each coverage best defends and some ways that you can take advantage of the gaps in their structure.

COVER 0

Cover 0 means no safety help deep. Normally, when this type of coverage is called the defense is bringing the heat on the quarterback. It's a high-risk/high-reward coverage, meaning that the defense may get its share of big plays in the form of sacks or interceptions. On offense, however, you'll get your share of big plays too. Most *NCAA Football 10* Cover 0 coverages send at least two defenders on a blitz.

In the screen shot, notice that there aren't any safeties lurking about deep.



Cover 0 coverage

Strengths

- ◆ At a minimum, it is a six-man pass rush in most cases. At the most it can be an eight-man pass rush.
- ◆ Quick pressure on the quarterback.
- ◆ Strong versus play action passes.
- ◆ Strong versus roll-out passes.
- ◆ Strong against the deep drop-back quarterback.

Weaknesses

- ◆ No center field or deep help from the safeties.
- ◆ Usually results in big plays if the pass rush fails.
- ◆ Must have excellent cornerbacks to be successful.
- ◆ Often difficult to disguise, especially when using press coverage.
- ◆ Easily beaten with option routes.
- ◆ Motion can be used to get receivers off the line of scrimmage without being jammed.
- ◆ Flipping offensive plays can create blown coverage assignments.
- ◆ User catches such as rocket catch and spectacular catch are effective against CPU-controlled defenders.

COVER 1 (MAN FREE)

The Cover 1 defense is a man-to-man defense with one of the safeties playing back in deep middle zone coverage. This scheme is most successful when used by a team with good corners, or when playing against an offense whose wide receivers are overmatched by the corners. This is a very aggressive defense and dares the offense to get the pass off before the pass rush arrives. Generally the left corner takes the flanker, the right corner the split end, the strong safety the tight end. One linebacker blitzes while the remaining two take the running backs. As with Cover 0, you expect to see a blitz. This means you have a good chance for a play down the field, especially down the deep sidelines.

In the screen shot, the free safety drops over the deep middle, while the defenders play man coverage. This tells us Cover 1 coverage is called.



Cover 1 coverage

Strengths

- ◆ Five-man pass rush.
- ◆ Help in the deep middle or towards one side of the field with the safety.
- ◆ Strong against the run.
- ◆ Strong versus play action.
- ◆ Strong versus rollouts.

Weaknesses

- ◆ Difficult to disguise.
- ◆ Swing passes out of the backfield could be tough to defend.
- ◆ Vulnerable to crossing patterns.
- ◆ Weak versus rubs and picks.
- ◆ Weak versus double and triple stacks.
- ◆ Weak against digs, slants, and drags.
- ◆ Easily beaten with option routes.
- ◆ Motion can be used to get receivers off the line of scrimmage without being jammed.
- ◆ Flipping offensive plays can create blown coverage assignments.
- ◆ User catches such as rocket catch and spectacular catch are effective against CPU-controlled defenders.

COVER 2

The Cover 2 defense scheme is a two-deep half-field defense. Both safeties generally split the field in half, sideline to goalpost, and prevent any receivers from getting deeper than they are. This scheme

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is normally used with teams that have slower corners and teams that are trying to defend the short passing game. This coverage forces the receivers into deep routes to the middle or the outside of the field, but this time the pass rush should generate pressure or sack the quarterback. There are two types of Cover 2: one where the corners and linebackers play in man coverage and one where the corners and linebackers play in underneath zones. In *NCAA Football 10*, there are a few Cover 2 Buc defenses. The FS and SS split out wide, while a linebacker drops back over the deep middle. When attacking this defense, look to throw underneath, deep between the safeties, or between the cornerbacks and safeties.

Look at the safeties first: If they split out wide as in the screen shot, then you know it's some type of Cover 2 coverage. To find out if it's man or zone coverage, look at the coverage underneath. If it's zone coverage, the defenders will drop back. If it's man coverage, they will follow the receivers.



Cover 2 zone coverage

COVER 2 ZONE

Strengths

- ◆ Strong against the intermediate and short passing game.
- ◆ The two deep safeties converge on the deep middle and outside passes.

Weaknesses

- ◆ Multiple receiver sets (trips, bunch) to one side of the field.

- ◆ Weak versus floods.
- ◆ Weak versus three and four verticals concepts.
- ◆ Requires a strong pass rush from the defensive linemen to be successful.
- ◆ Vulnerable to deep post and corner routes.
- ◆ Leaves the safeties alone to deal with user catches.

COVER 2 MAN UNDER

The Cover 2 Man Under is much like the Cover 2 zone. The difference is man coverage underneath. The corners generally attempt to funnel the receivers outside.

Strengths

- ◆ Brackets receivers running deep patterns with safeties playing over the top.
- ◆ Good inside run defense that allows nine defenders to converge on the ball.
- ◆ Looks identical to Cover 2 zone.
- ◆ Does a good job of disrupting pass route releases if press coverage is called.
- ◆ With both safeties playing over the top, they are in position to make the tackle if the defender underneath gets beat. This prevents a short pass play from turning into a big play.

Weaknesses

- ◆ Play action pulls the linebackers in and opens up the middle of the field.
- ◆ Linebackers may be in a mismatch against backs out of the backfield.
- ◆ Weak versus picks and rubs.
- ◆ Weak versus double and triple stacks.
- ◆ Weak versus deep posts.
- ◆ Weak versus crossing routes.
- ◆ User catches such as rocket catch and spectacular catch are effective against CPU-controlled defenders.



Cover 2 man coverage

COVER 3

The Cover 3 defense is a three-deep scheme that has three defenders splitting the field in thirds, sideline to hash, hash to hash, and hash to sideline. The base Cover 3 defense has both the outside corners in a deep one-third zone and the free safety in deep middle coverage creating the three-deep defender look. In *NCAA Football 10*, the majority of the heavy zone blitz packages are run with Cover 3 zones. This allows good coverage behind eight-man blitzes. You will from time to time encounter a Cover 3 where one cornerback and two safeties make up the coverage.

Cover 3 coverage looks a lot like Cover 1 coverage because a safety rotates over the deep middle in zone coverage as we show in the screen shot. To find out if it's zone or man coverage, look at the pass coverage underneath. If the defenders drop back, it's zone coverage; if they follow the receivers, it's man coverage.



Cover 3 coverage

Strengths

- ◆ Three-deep coverage makes it hard to pass deep unless the user on offense has stick skill.
- ◆ Strong run support from the strong safety against off tackle and outside running plays towards the strong side.
- ◆ The alignment of the strong safety enables the defense to run crash line stunts.
- ◆ Strong against crossing routes.
- ◆ Strong hash mark defense.
- ◆ Strong against corner routes run by slot receivers or tight ends.
- ◆ Utilizes zone blitz concepts.
- ◆ Defenders are often in position to deal with the rocket catch and mini jetpack.

Weaknesses

- ◆ Flats are generally open.
- ◆ The zone can be stretched by sending multiple receivers down the seam.
- ◆ The weak side is generally really weak.
- ◆ Weak versus players utilizing the high jetpack animation.

COVER 4

Cover 4 defenses are four-deep zone coverages. More often than not the corners drop straight back as well as the safeties. Most teams use this type of coverage to prevent the deep ball or against an end-of-the-half pass. In general, the defense will allow the underneath patterns and never allow any route to be completed behind them. There are two types of Cover 4 coverages: man/zone and zone. To attack this defensive coverage, look to throw underneath, particularly in the flats.

Watch the safeties first—if they drop straight back, and the outside cornerbacks drop straight back, it's Cover 4 coverage. Look at the screen shot to get a better idea of what Cover 4 looks like.

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Cover 4 coverage

Strengths

- ◆ Four defenders deep against the pass.
- ◆ Safeties are in good position to converge on the inside run.
- ◆ Balanced coverage on both sides of the defense.
- ◆ Has multiple defenders in position to deal with the rocket, mini jetpack, and high jetpack.
- ◆ Forces the offense to throw underneath more than the other coverage types.

Weaknesses

- ◆ Short passes such as flats, outs, curls, and hitches.
- ◆ Relies on a four-man pass rush. Doesn't get much pressure on the QB.

ATTACKING ZONE COVERAGE

Learning to attack different types of zone coverage will make you much stronger in the passing game. We have already talked about how to recognize what each coverage looks like once the ball is snapped. We have also talked about the strengths and weaknesses of each coverage. In this section of the guide, we show passing concepts we use to attack each of the three primary zone coverages in the game. We will be using the Utah Utes' playbook for these concepts.

ATTACKING COVER 2 ZONE

Cover 2 zone coverage is one of the more popular pass coverages in football. However, in the football video game world, it has not been as effective as it should. The main reason is the lack of a consistent pass rush from the defensive line. In order for Cover 2 zone coverage to be effective, the defensive line must get to the quarterback. The pass rush in *NCAA Football 10* has improved for teams with strong defensive lines, so running Cover 2 is not as risky as in years past.

A passing concept that we like to use to attack Cover 2 zone coverage is the bench concept. The formation we use is the Shotgun Tight. The bench concept has both outside receivers running quick out routes towards the sidelines (benches). That's where the concept gets its name. The two inside receivers run corner routes. The running back runs a delayed curl (check down route) out of the backfield.



The default bench concept

Instead of having the HB run his delayed curl route, we hot route him on a streak. You will see why we do this in just a bit.



After the HB hot route

Once the ball is snapped, look to see what the safeties do. If they split out wide, then you know it's Cover 2.



The safeties are splitting out into Cover 2

Let's get to why we hot route the running back on a streak. Notice how the strong safety cheats towards the middle to cover the streak run by the running back. If the running back were not running a streak down the middle, the strong safety would be able to cover the receiver running the corner route better. If the strong safety cheats instead towards the receiver running the corner route, then we look to throw to the running back down the deep middle of the field.



The corner route is looking good

With the strong safety cheating towards the running back, we pretty much have to throw the corner route.



The QB lets fly with a pass

We make the catch for a 27-yard pickup.



Making the catch

ATTACKING COVER 3 COVERAGE

Of the three primary zone coverage types, Cover 3 is the most commonly used by *NCAA Football 10* players. What makes Cover 3 tricky is that there are a few variations that can be called. For instance there are Sky and Cloud versions of Cover 3. Another reason that most players run Cover 3 is that many of the zone blitz schemes in the game have this type of pass coverage behind them.

The spot is a great concept to attack Cover 3. The play we are using in this example is the Shotgun Bunch HB Str Z Spot. Notice that the outside receiver on the bunch side is running the spot route. If you look at his route, he more or less runs a quick slant and then turns towards the quarterback at the end of his route. The way we like to get him open is to hot route the middle receiver on the bunch side to a curl and then extend it using a smart route if we need more than 7 yards for a first down.


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The spot concept

Our first read is the inside receiver running the flat route. If no defenders cover the flat, then we look to throw to him. If a defender does cover the flat, then we look to the outside receiver running the slot route.



Look at the flat route first

The reason we hot route the middle receiver on a curl is to draw any defenders playing hook zones towards him.



The middle is coming open for us

This allows the receiver running the spot route to get open underneath the zone coverage. We see him come open and throw a hard bullet pass.



The QB fires a bullet pass

We make the catch and pick up 6 yards before being tackled.



Secure the catch and cover up

Don't expect this concept to pick up big yardage, because it won't. It's designed to move chains and keep your offense on the field.

ATTACKING COVER 4

As you might expect, most of the same passing concepts we have shown that work against Cover 2 and Cover 3 work just as well against Cover 4. Flat routes, spot routes, sit routes, stick routes, drags, curls, and screens all work against Cover 4.

The spacing concept is a great way to attack not only Cover 4 coverage, but pretty much any type of zone coverage in the game. For this example, we are going to use Shotgun 5WR Flex Trio Spacing. Notice all five receivers run short curls. This is a horizontal stretch concept that forces the defense to cover a great deal of lateral space.



The spacing concept really spreads the field

We don't need to make any pre-snap adjustments. As you can see, against Cover 4 all the receivers are open.



Lots of open options for our QB

We look towards the slot receiver on the left and then throw him a bullet pass.



We pick one and throw the pass

We make the catch and pick up 7 yards.



We make the catch and look for extra yards

NOTE

All three of these passing concepts can be run against pretty much any zone coverage in the game with success. Don't think you can only run them against the coverages that we have shown. Also, keep in mind that these passing concepts are found in just about every playbook. They won't always be from the same formation or same personnel grouping, but the concepts are the same.

ATTACKING MAN COVERAGE

Certain pass routes have pretty much always been a given to beat man coverage. Crossing and slant routes certainly fall under this category. In *NCAA Football 10*, those two same routes are just as effective. In this section of the book, we show you a number of routes and plays that you will find in pretty much any offensive playbook in the game.

CROSSING ROUTE

The crossing route is hands down the most effective pass route to beat man coverage. The only way the defense can defend this route is either to have some kind of man/zone coverage defense called or to get quick pressure on the quarterback so that the receiver doesn't have enough time to get open.

One play we like to run that has a receiver running a crossing route is called the Shotgun Split Cross-Weak Flood. This play has the slot receiver running a crossing route from right to left.



Shotgun Split Cross-Weak Flood

Once the ball is snapped, the slot receiver runs straight down the field for about 5 yards. At this point he won't be open.



At this point our receiver is covered

Once he gets about five yards down the field he cuts to the middle on his crossing route. At this point he gains separation from the defender covering him.



Now he is coming open on the crossing route

Notice as we throw a hard bullet pass the slot receiver has gained a few yards of separation on his man. The defender in coverage has no chance to defend the pass.



Throw a bullet pass to get the ball in quick

We make the catch and head down the field for a 15-yard pickup.



Lots of room to run

DRAG

Another pass route that is often used to beat man coverage is the drag route. This route is very effective

when the receiver has a speed advantage over the defender covering him. The play we use for this example is the Ace Slot-X Follow.



Ace Slot-X Follow

Just as with the crossing route, the receiver gains more separation from the defender the farther he gets into his route.



Surveying the coverage

Once he does gain that separation, it's time to throw him a bullet pass.



Leading our receiver to the outside

We make the catch on the run. Once the catch is made, the defender may catch up. Even so, we still pick up 4 yards.



Room for yards after the catch

BACKSIDE SLANT

The slant route is very effective at beating man coverage. One of the best ways to utilize the slant is to isolate a receiver on the backside. Make sure you clear out as many defenders as you can by not having any receivers run pass routes to his area of the field.



Here's the play art for our backside slant play

Wait for the receiver to break inside. Once he does, he will always get inside position on the defender covering him.



Coverage is tight, but we have inside leverage


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All you have to do is throw a bullet pass to him. It's as easy as pitch and catch.



Better throw it hard

We make the catch for an 8-yard pick up.



We squeeze the ball in for a solid gain

RB SLANT OUT

Another popular route that many players use to beat man coverage is the RB Slant Out. This pass route is nice—not only does it beat normal man coverage, it also beats bump-n-run man coverage. The way we like to run it is to hot route the running back on a slant out. We then hot route any receivers that are lined up on the same side as the RB to run streaks. We do this to clear out the defenders covering those receivers so they don't have a chance to break up the pass to the running back.



Notice the HB's slant out route

The running back in most cases is going to be matched up with a slower linebacker or a safety. Once he breaks out towards the sideline, he will gain some separation from the defender covering him.



The QB looks off his receiver

Once he does gain separation, we throw him a bullet pass to the outside where only he can make the catch.



The QB turns back and guns it out to the HB

We make the catch and head down the field for an 11-yard pickup.



Get downfield as quick as you can

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Defensive Fundamentals

The old cliché is that defense wins championships. Whether offense or defense is more important can be debated forever, but the bottom line is, if your opponent can't score, you aren't going to lose games.

This section of the guide takes you through all of the pre-snap shifts and line stunts that are available to you. You'll learn when and how to use each one to make adjustments to what the offense is trying to do against you.

Once you learn the basics, we'll take you to the fun stuff—getting after the QB. Blitzing 101 gives you a series of new blitz schemes that will get immediate pressure on the opposing signal caller and disrupt the timing of your opponent's offense.

Finally, we show you how to defend the run and all types of passing routes. Once you master the techniques in this section, you will find yourself getting the ball back faster so that your offense can go to work.


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DEFENSIVE CONTROLS

NCAA Football 10 packs a comprehensive set of defensive controls that you can use to put the offense on lock-down. Before you dive into the game, take a few minutes to review the most common ones.

AUDIBLE

Xbox 360: X

PlayStation 3: ●

Success on the field is based on communication. Use the Audible button to get your team into a more suitable play call when you spot a tell in your opponent's offensive setup.

COVERAGE AUDIBLE

Xbox 360: Y

PlayStation 3: ▲

The Coverage Audible button gives the defense the ability to make eight coverage adjustments. The defense can: back off, show blitz, man align, press, shift left, shift right, or bring the safeties in or out. For more detail on these options refer to the *Coverage Audibles* section in this chapter.

KEY RECEIVER

Xbox 360: LT

PlayStation 3: L2

There are times when an offensive player requires a little special attention from the defense. After activating the defensive keys, press the receiver's icon button.



Defensive Keys screen



Giving WR#15 some extra attention

HOT ROUTE

Xbox 360: Select player, then A

PlayStation 3: Select player, then X

The ability to hot route on defense can take a mediocre play call and turn it into a shutdown defense. Press the Hot Route button and pick one of the eight defensive options.



Individual defensive hot routes

JUMP SNAP

Xbox 360: Down on the right thumbstick

PlayStation 3: Down on the right thumbstick

This is the perfect tool to use when the offensive snap count starts to get predictable. Time the snap and get an early release on the pass rush.

D-LINE SWAT THE BALL

Xbox 360: RB or LB

PlayStation 3: R1 or L1

If you are unable to break through to sack the quarterback, be sure to go for a swat with your user-controlled defensive lineman.



Get your hands up and swat that ball

STRAFE

Xbox 360: LT

PlayStation 3: L1

While pursuing the offensive player, get in perfect position by using this control to strafe the defender. This eliminates the cutback angle and makes it easier to accurately control your defender.

SWAT/NON-LINEMEN

Xbox 360: A

PlayStation 3: ●

At times the best defensive option is just to swat the ball down. Press the Swat button just before the ball reaches the intended receiver.

DEFENSIVE LINE SHIFTS

Football is won and lost in the trenches. Being able to control this area will establish the defense's presence on the field and dictate to the offense how the game will go. There are a variety of line shifts that will put the defense in position to effectively play the run or pass.

DEFENSIVE LINE SHIFT LEFT

Xbox 360: **LB**, then left on the left thumbstick

PlayStation 3: **L1**, then left on the left thumbstick

Strengths

- ◆ The DE becomes an uncovered man and has a clear path to the offensive backfield.
- ◆ Plays the weak-side A and B gap runs well.
- ◆ Eliminates play action passes off of a strong-side fake. Normally results in a sack.



Weaknesses

- ◆ Gives an advantage to the strong side of the O-line.
- ◆ Opens us up for strong-side option and run plays.
- ◆ Gives the tight end a clean release in pass plays and lets him double-team on run plays.

DEFENSIVE LINE SHIFT RIGHT

Xbox 360: **LB**, then right on the left thumbstick

PlayStation 3: **L1**, then right on the left thumbstick

Strengths

- ◆ Creates a mismatch by putting the DE against a tight end.
- ◆ Prevents the clean release of the TE on passing plays.
- ◆ Puts the D-line in position to play the strong-side run/option.



Weaknesses

- ◆ Invites the offense to attack the weak side.
- ◆ Opens us up for a counter run and weak-side option/run.
- ◆ Can be beaten with a bootleg play action pass.

DEFENSIVE LINE PINCH

Xbox 360: **LB**, then down on the left thumbstick

PlayStation 3: **L1**, then down on the left thumbstick

Strengths

- ◆ Clogs the inside rushing lanes' A and B gaps.
- ◆ Deters the FB Dive and takes the sting out of the Triple Option.
- ◆ Creates blitz lanes for linebackers.



Weaknesses

- ◆ It's hard to defend the outside run game (tosses, sweeps, Speed Option plays).
- ◆ Makes it easy for the QB to scramble out of the pocket.
- ◆ Takes a linebacker out of coverage in order to add outside pressure.

DEFENSIVE LINE SPREAD

Xbox 360: **LB**, then up on the left thumbstick

PlayStation 3: **L1**, then up on the left thumbstick

Strengths

- ◆ Balanced front. Makes the offense show us tendencies.
- ◆ Puts the defensive ends in position to contain option QBs.
- ◆ Plays the outside run well to both sides.
- ◆ Puts the defensive ends in better position to rush from the edge.



Weaknesses

- ◆ Invites the inside run game (A and B gap runs, FB Dive, and Triple Option).
- ◆ Relies on linebackers to make plays on the inside run.

CRASH LEFT

Xbox 360: **LB**, then left on the right thumbstick

PlayStation 3: **L1**, then left on the right thumbstick

Use this when you want to attack the left side of the O-line.


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CRASH RIGHT

Xbox 360: **LB**, then right on the right thumbstick

PlayStation 3: **L1**, then right on the right thumbstick

Use this when you want to attack the right side of the O-line.

CRASH IN

Xbox 360: **LB**, then down on the right thumbstick

PlayStation 3: **L1**, then down on the right thumbstick

Use this when you want to attack the interior of the O-line.

CRASH OUT

Xbox 360: **LB**, then up on the right thumbstick

PlayStation 3: **L1**, then up on the right thumbstick

Use this when you want to attack the edges of the O-line.

LINEBACKER AUDIBLE SHIFTS

Linebackers are the second level of the defense. Some have the size to play defensive end but not the speed to cover many of the backs and tight ends that are common in today's offense. Use the linebacker shifts to create blitz schemes to defend the run and pass.

LINEBACKER SHIFT LEFT

Xbox 360: **RB**, then left on the left thumbstick

PlayStation 3: **R1**, then left on the left thumbstick

Strengths

- ◆ Creates a true overload to the offense's left side and gives the outside linebacker a great blitz angle.
- ◆ Puts the outside linebacker in position to shut down weak-side toss and sweep plays.
- ◆ Puts the outside linebacker in great position to defend the HB swing or angle route.

Weaknesses

- ◆ Takes the right outside linebacker out of strong-side run plays.
- ◆ Puts the right outside linebacker at a disadvantage if the offense motions the RB to the right.



LINEBACKER SHIFT RIGHT

Xbox 360: **RB**, then right on the left thumbstick

PlayStation 3: **R1**, then right on the left thumbstick

Strengths

- ◆ The left outside linebacker is in better position to cover pass routes by the tight end and running back.
- ◆ Puts the left outside linebacker in position to shut down the strong-side toss or sweep plays.
- ◆ Linebackers as a whole are in good position to defend runs to either B gap.

Weaknesses

- ◆ Takes the left outside linebacker out of weak-side run plays.
- ◆ The offense can dictate the left outside linebacker alignment with motion.



LINEBACKERS PINCH ALIGN

Xbox 360: **RB**, then down on the left thumbstick

PlayStation 3: **R1**, then down on the left thumbstick

Strengths

- ◆ Overloads the O-line from guard to guard and makes the inside run a risk for the offense.
- ◆ Normally gets a free blitz lane into the backfield due to lack of interior blockers.
- ◆ Plays the quick pass to the tight end on the seams well.

Weaknesses

- ◆ Makes the linebackers have to fight through crack blocks to pursue outside runs.
- ◆ Puts pressure on the safeties to come down and defend against the Speed Option.
- ◆ Can be easily beaten at times with play action passing.



LINEBACKERS SPREAD ALIGN

Xbox 360: **RB**, then up on the left thumbstick

PlayStation 3: **R1**, then up on the left thumbstick

Strengths

- ◆ Makes blitzing the outside linebackers an advantage because of their alignment.
- ◆ Makes the Speed Option a low percentage play because the QB can't get around the edge.



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- ◆ Offers a balanced look that makes the offense wary of the quick pass to either side and the toss or pitch to either side.

Weaknesses

- ◆ Weak against QB Sneak or QB Draw up the middle.
- ◆ Puts pressure on the middle linebacker to shut down all inside runs.
- ◆ Gives blocking advantage to the O-line for any A and B gap runs.

ALL LB BLITZ

Xbox 360: **(RB)**, then down on the right thumbstick

PlayStation 3: **(R1)**, then down on the right thumbstick

Use this when you want to send intense pressure at the offense. It's a high-risk, high-reward call.

LEFT OUTSIDE LB BLITZ

Xbox 360: **(RB)**, then right on the right thumbstick

PlayStation 3: **(R1)**, then right on the right thumbstick

Use this to send pressure at the strong side of the offensive formation.

RIGHT OUTSIDE LB BLITZ

Xbox 360: **(RB)**, then left on the right thumbstick

PlayStation 3: **(R1)**, then left on the right thumbstick

Use this to send pressure at the weak side of the offensive formation.

LB ZONE

Xbox 360: **(RB)**, then up on the right thumbstick

PlayStation 3: **(R1)**, then up on the right thumbstick

The control will put all of the linebackers into hook zones.

COVERAGE AUDIBLES

The movement of the secondary before the start of the play can help confuse the offense and make it hard for them to read the coverage. This is a major advantage when you are facing off against a human opponent.

MAN ALIGN

Xbox 360: **(Y)**, then right on the left thumbstick

PlayStation 3: **(▲)**, then right on the left thumbstick

Strengths

- ◆ Puts the man defenders directly over the offensive players they are responsible to defend.
- ◆ Keeps defenders in good position even when the offense uses motion.

Weaknesses

- ◆ Easily identified by the offense and keys them to specific offensive plays.
- ◆ It's hard to defend pass plays with crossing routes.



PRESS

Xbox 360: **(Y)**, then down on the left thumbstick

PlayStation 3: **(▲)**, then down on the left thumbstick

Strengths

- ◆ Puts the cornerbacks in press coverage and disrupts the timing of the pass game.
- ◆ Forces the quarterback to hold the ball longer and gives us time to get the sack.
- ◆ Puts the secondary closer to the line of scrimmage to assist in playing the run.

Weaknesses

- ◆ Stud receivers easily beat the press for big gains.
- ◆ Easily recognized by the offense and opens the defense up to un-bumpable route combinations.



SHOW BLITZ

Xbox 360: **(Y)**, then left on the left thumbstick

PlayStation 3: **(▲)**, then left on the left thumbstick

Strengths

- ◆ Forces the offense to adjust its plan of attack to quick passes or weak-side runs.
- ◆ Puts the entire defense close to the line of scrimmage.
- ◆ Linebackers and safeties are in perfect position to jump quick pass routes or defend the run more aggressively.




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Weaknesses

- ◆ Gives the offense a higher percentage chance of getting a big pass play.
- ◆ Aggressive coverage style that is susceptible to play action passes.

BACK OFF

Xbox 360: ⏏, then up on the left thumbstick

PlayStation 3: ▲, then up on the left thumbstick

Strengths

- ◆ Keeps the offense in front of our defenders and prevents the big pass play.
- ◆ Hides possible weaknesses in the secondary by playing the corners off the line of scrimmage.



Weaknesses

- ◆ Leaves drag routes and quick out routes open.
- ◆ Gives the offense easy run gains to the outside because corners are backed off the line of scrimmage.

SAFETIES IN

Xbox 360: ⏏, then down on the right thumbstick

PlayStation 3: ▲, then down on the right thumbstick

Use this coverage to overplay the seams and challenge any inside breaking route.

SAFETIES OUT

Xbox 360: ⏏, then up on the right thumbstick

PlayStation 3: ▲, then up on the right thumbstick

Use this coverage to aggressively play the outside hash areas on the field. This will challenge corner, fade, flag, out, and wheel routes.

SHIFT LEFT/RIGHT

Xbox 360: ⏏, then left or right on the right thumbstick

PlayStation 3: ▲, then left or right on the right thumbstick

Use this to overplay the pass routes to the side of the field you selected.

INDIVIDUAL DEFENSIVE HOT ROUTES

Having the ability to adjust your play outside of the initial Play Call screen is a key ingredient to being successful on defense. Individual defensive hot routes give us the opportunity to adjust our defense without having to audible into a different play.

As a player's skill level increases, so does the complexity of the offenses the opponent runs. Many times a skilled opponent will not give the defense a chance to audible into another play and set it up. Hot routes make it possible to solidify the weak spots in a play call and keep the defense in position to have success against the offense.

CALLING A DEFENSIVE HOT ROUTE

To call a defensive hot route, select the player whose assignment you want to adjust, press **△** (X on PlayStation 3), and then use one of the following options:

QB SPY

Press left on the right thumbstick



In *NCAA Football 10* the quarterback is always a threat to run the ball or scramble on failed pass plays. This assigns the defender to shadow the quarterback.

CURL TO FLAT

Press right on the left thumbstick



This is one of the best hot route options in *NCAA Football 10*. Many players use this coverage option to play both the quick routes to the flat and the intermediate routes to the sideline.

HOOK ZONE

Press up on the left thumbstick



Hook zones are perfect coverage options to deal with 5- to 10-yard routes. These zones are more effective in the middle area of the field or in tight spots. They allow the defender to sit on the routes and come up to make the tackle.

MAN COVERAGE

Press left on the left thumbstick and then the receiver's icon button



Use this coverage option to take a defender out of

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zone, contain, or blitz to key on a specific offensive threat. Many times this is used to create double teams or adjust to a motion receiver coming to flood a zone.

FLAT ZONE

Press right on the right thumbstick



These zones can be used to make the offense think the defender is in man coverage because of how aggressive he plays the release of the receiver. This is a good option to defend WR and HB screens.

BLITZ

Press down on the right thumbstick

When you want to add an additional defender to blitz this is the perfect option. Use this wisely because every rushing defender leaves a void in coverage.

QB CONTAIN

Press down on the left thumbstick

The QB Contain is the best option we have to challenge the quarterback if he tries to break the pocket. This works for both pass and run plays.

DEEP ZONE

Press up on the right thumbstick

If you notice that your opponent likes to go deep, use this hot route to put your defender into deep zone coverage. This can be very effective when used with man coverage over top or underneath.

BLITZING 101

Being able to bring pressure on the quarterback is the best way to force bad decisions and create turnovers. In *NCAA Football 10* there are plenty of defenses and tools that can be used to achieve this goal.

As much as we like bringing heat, it is a high-risk, high-reward strategy and not for the faint of heart. When the defense decides to blitz (also referred to as Red Dog), it is purely to disrupt the timing of the pass and force a throw into coverage or generate a sack from the pressure. Mixed with different coverages and fronts the blitz can cause fits for the offense.

There are a few ways to blitz. You can call a play designed to blitz or run a play where you select a player who's not designed to blitz and manually blitz him. Players will also overload one side of the offensive line to bring more blitzers than there are blockers. These blitzes all require some type of coverage to support them. The most aggressive blitz is the Cover 0 blitz, where there is no deep zone coverage. Usually at least 6–7 defenders blitz with no deep coverage behind them to protect the defense in case the offense gets off a pass. Most good players blitz with coverage in order to force the throw to a covered area if they don't sack the quarterback. You can use the individual defensive hot routes to assign different players to blitz, but watch out that you don't leave big holes for the offense to exploit.

There are several blitz schemes in *NCAA Football 10*. They bring different types of pressure on the quarterback from different areas of the field. We show two blitz setups, and we take a quick look at other common ones in the game.

INSIDE BLITZ

Being able to get pressure down the middle is the most sought-after blitz scheme. Most of these blitz schemes are known throughout the gaming community as nanos or enhanced blitzes. They are called this because they are generally the quickest way to bring A and B gap heat on the quarterback.

NOTE

For those who don't know what A and B gaps are, let us explain. The A gaps are between the center and guards on both sides of the ball. The B gaps are between the guards and tackles on both sides of the ball. By creating A and B gap pressure, you can really throw off the quarterback's ability to step up in the pocket.

Some of these blitz schemes require manually moving one or more defenders around. Some players frown on these types of blitzes because they consider them to be taking advantage of the AI. Inside blitz schemes can be set up with either man or zone coverage behind them. Most of the inside blitz man schemes have either Cover 0 or Cover 1 coverage. Most of the inside blitz zone schemes have some type of Cover 3 behind them.

A good example of an inside blitz in *NCAA Football 10* that is fairly easy to set up is the 46 Normal—Plug Cover 1.

This inside blitz scheme has Cover 1 behind it. Notice that the free safety plays the deep middle of the field. On the outside, the cornerbacks are locked up in man coverage. The right outside linebacker is in man coverage on the tight end. The middle linebacker plays a hook zone. The strong safety and left inside linebacker blitz. This gives this inside blitz scheme a six-man pass rush. The way we like to set it up to get inside pressure from the strong safety is to hot route the weak-side defensive tackle to blitz. We then take control of the strong safety and move him behind the weak-side defensive tackle. Notice his blitz angle is shooting between the left guard and center.



Here's our defense all set up

Once the ball is snapped, the left guard and center look to block the defensive tackles.



The LG and center pick up the tackles

This creates an inside blitz lane for the strong safety to shoot through to get quick pressure on the quarterback.



Our strong safety has a clear path to the QB

OVERLOAD BLITZ

Overload blitz is another common blitz scheme. It is used to overload one side of the offensive line with multiple pass rushers. The idea behind this scheme is to send more defenders in on a blitz than



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the offensive line can block. On the other side there are multiple defenders either playing man or dropping in zone coverage. In *NCAA Football 10*, most of the overload blitz schemes have zone coverage behind them, but there are a few man overload blitz schemes as well.

A good example of an overload blitz is the Nickel 3–3–5—Overload Blitz. This play has three-deep coverage behind it. The pressure comes from the left side of the offensive line.



Nickel 3–3–5—Overload Blitz

What we like to do is hot route the right end to blitz. His blitz angle now shoots straight at the left tackle. Notice that the left end drops back in a hook zone. Before the snap, we take control of him.



Hot route the right end to blitz

Once the ball is snapped we are going to manually rush him outside. This forces the right tackle to keep his eyes on us. Once he commits to block us, we drop back in pass coverage like the play is designed. This prevents the right tackle from trying to help block the overloaded side.



Manually rush him outside

Our nickelback gets a free shot at the quarterback from the outside.



The nickelback is coming free

The result is a sack for a loss.



Sack time!

OUTSIDE BLITZ

Most players who set up outside blitz schemes use them to prevent the quarterback from rolling out of the pocket. Usually these blitz schemes have the outside cornerbacks blitzing, or a combination of an outside/inside defensive back along with a linebacker or two inside defensive backs. For instance, one side may have a defensive back blitzing, while on the other side a linebacker is blitzing. Just as

with inside blitz schemes, there is man or zone coverage behind it.

ZONE BLITZ

The zone blitz principle relies on confusing the offensive linemen, because they believe that the defensive ends and defensive tackles will rush the passer. When using a zone blitz, the defense confused the offense's blocking assignments. Zone blitz schemes generally have either Cover 2 or Cover 3 coverage behind them. Cover 3 is the most common zone blitz coverage in *NCAA Football 10*.

KEY BLITZ

This type of blitz is executed when man coverage is called. The defender looks to see if his man stays in to pass block. If his man stays in to pass block, then the defender blitzes the quarterback. A good example of this is when 4–3 Normal—2 Man Under is called. If the right outside linebacker is covering the fullback and he stays in to pass block, the CPU-controlled right outside linebacker will blitz the quarterback.

DELAY BLITZ

Another blitz scheme that is often implemented is the delay blitz. This works by having a defender delay his pass rush. The idea behind this is to hope that the offensive linemen get preoccupied with the other pass rushers. Once the defender who is pass rushing on a delay blitz sees this, he rushes the quarterback. In *NCAA Football 10*, there are no actual delayed blitz schemes; however, you can manually do this while in control of a defender. As soon as you see the offensive linemen blocking the pass rushers, manually rush the defender you are controlling. The defender can already be blitzing by the play's default design or you can use a player who is assigned to drop into a zone. Quite often you will get a free shot at the quarterback.

FAKE BLITZ

There are few zone defenses in the game where defensive linemen act like they are going to rush

the quarterback and then drop back in pass coverage. These types of blitzes are known as zone blitz schemes, which we have already talked about. So they are not really fake blitzes. In *NCAA Football 10*, there are no defenses where the linebackers or defensive backs actually fake blitz. However, you can achieve this by manually taking control of a defender playing zone coverage before the snap. As soon as the ball is snapped, manually blitz the defender you are controlling. Once an offensive lineman tries to block him, drop back into coverage either by clicking off of him or manually dropping back yourself. This often gets an offensive lineman out of position so that he cannot block another defender rushing the quarterback.

QUICK BLITZ TIPS

- ◆ Blitzing is used not only to put pressure on the quarterback, but also to stop the run. Many of the defenses that are set up to bring inside heat can be used to stop inside run plays.
- ◆ Look for the defenders with high block shedding ratings (85 or better). Those defenders are the ones you should look to blitz when setting up your blitz schemes. If they get blocked, they have a better chance of shedding the block than defenders with lower ratings.
- ◆ The more speed the defender has, the quicker he will get to the quarterback.
- ◆ Test blitz packages first in practice mode. A blitz that works in practice mode may not always work the same way in regular game mode. Once you feel your blitz schemes will work, try them in a real game situation.
- ◆ Put one controller on your team and the other controller on the other team. Once on the field, set up the defense and then run the play to see if it works. If it does, then you know you can run it against a human opponent online or offline.
- ◆ Learn to manually blitz a defender if he is

playing zone or man coverage. We like to call these defenders key or flex defenders.

- ◆ Hot route defenders to blitz to create different blitz schemes.
- ◆ Use defensive line shifts and linebacker shifts to create blitz schemes.
- ◆ Manually move defenders in different places to generate different types of pressure.
- ◆ Test your blitz schemes against different types of slide protection and pass-blocking schemes. One that works against one type of slide protection may not always work against other types of slide protection.
- ◆ Use instant replay to see how your blitz schemes work or to see what the CPU did to get quick pressure on you.

INSIDE RUN DEFENSE

To stop the run you must understand your team and its strengths up front. This means that if you can't stop the run in a three-man (odd) front, you need to go up to a four-man (even) front. If you can't stop the run in a four-man front, then you need to go up to a five-man front (odd). Once you figure out how to set up your front, look at how they're attacking you and send however many extra men you need to shut down the play. You need to stop the run with your defensive line because you can't allow running plays to get to the second level and beyond. You also have to be very aware of gap control. Align your men so that they will have every gap covered.

MLB STORM BLITZ



5-2—MLB Storm Blitz

This is a play in an odd front—the 5-2. The purpose of a five-man front is to help fill the gaps and allow your linebackers to clean up the mess. This play is sending five men up the gut with outside containment on the ends.



Five players come right down the middle

Here you see that there are two linebackers free of offensive linemen. These backers are lined up in their assigned gaps. Since the play is being pulled to the right side, the defensive end is going inside without giving up his edge to assist in case of a cutback. If the back comes up the middle he has no one to protect him from the linebackers. If the running back cuts back to the left side, the defensive end will get him.



Not much room to run

The back tries to go up the middle but is met by the two backers, and the defensive end is coming. The defensive end protected his responsibility by containing his edge. The linebackers now are filling open gaps and forming a wall.



The running back is stuffed for no gain

This play was stopped for a 1-yard gain. This is a victory for the defense. You won't be able to stop everyone. You just want to contain the run and fill gaps as best you can.

46 WEAK BLITZ



46 Normal—Weak Blitz

When you are getting run on consistently, it's time to go to the 46 defense. You have eight men in the box with your strong safety down for run support. Line stunts allow linebackers to get free and make a play. It's also difficult to read blitzes coming out of the 46.



Eight men in the box makes it tough to run

When you have a strong four-man front, the line allows the linebackers to fill their gaps and get penetration.

etration. You see in this shot that the defensive line attacks the offensive line and all four second-level players are clean. They're in their gaps and ready to attack. The weak blitz is forcing the offense to run to the helping defenders on the strong side. This way if the run comes to the weak side there is an overload. We have more numbers in that area and should stuff it. If the back cuts away from the weak side, the strong side is there to help.



All the gaps are plugged

The weak side has indeed outnumbered the left side of the offensive line. You can also see that the middle linebacker and the strong safety are untouched and ready to hit the open gap. This play looks like an A gap running play. The QB may not be able to give the ball to his fullback. If this is an option play, he may have to pull the ball down and run. Notice the two running holes—they are ready to be filled by clean defenders.



Nothing much on the ground for the running back

The middle linebacker manned his gap. The QB couldn't hand off, and he couldn't get outside. First, all gaps were covered. Second, the strong safety and the middle linebacker were free from block-


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ers. The defensive line was able to contain the run at the first level. This allowed the second level to clean up. Our overload helped us stop this play dead in its tracks.

OUTSIDE RUN DEFENSE

It can be tough to defend the edge with the talent that is on every team. Dealing with options and different sets like the Wildcat can make it difficult, to say the least. The key to stopping your opponents from abusing the edge is keeping containment. Certain sets provide you with good containment so that you can get your playmakers in position to wreak havoc on the opposition. When you're on the defensive side of the ball you always want to contain and disturb the timing of the offense. Let's look at a few defenses that do just that.

3-4 SOLID—TRIO SKY ZONE



3-4 Solid—Trio Sky Zone

The 3-4 has always been the best set for stopping the outside run. This alignment lets your outside linebackers get free and contain the edge. This is also a hard defense for many people to read because, as with the 46, you can't tell who is coming. The front three get a great push up the middle and force pileups. This allows the linebackers to fill gaps and blow up plays. Let's look at the Trio Sky Zone blitz against an outside rushing attack.

This play is a zone blitz that provides you with numbers for the run, gives you an outside overload, and puts you in decent position to defend the pass. The 3-4 causes problems because it's hard for the

offensive linemen to know whom to block.



Good gap control in this formation

When you're on defense you may have to make line adjustments to help with containment. In this shot you see I slide the line over so my defenders can get penetration and allow the zone defenders to get open lanes to the player. You have the strong safety closer to the line for backup run support as well. Our goal is to stop the run at the first level.



Excellent penetration into the backfield

The stunt confused the offensive line. The overload allowed the outside linebacker to get an open shot at the running back. The other reason why the linebacker got free is because he is playing a five technique. This is his area of gap responsibility.



The back is tackled for a loss

The linebacker blew the play up in the backfield. The shift prior to the hike allowed us to dictate to the offense that they will not run to the weak side. The overload protected us on the strong side.

NICKEL 3-3-5—CB FOX BLITZ



Nickel 3-3-5—CB Fox Blitz

The 3-3-5 is used by many teams at the college level. This set provides you with a passing defense and creative blitz combos that can confuse most teams. When run correctly it is a nice run stopper as well.



Here we are at the line of scrimmage

We first make both a line and linebacker adjustment. This is to load the box with six defenders. The beauty of this blitz is that you have the free safety and another DB coming on the blitz. You just want to pack the middle and force the run to either side. If it is a pass you have a Cover 3 shell behind you with heat off the edge.



Already we have some open lanes into the backfield

When you use overloads it forces the offensive line to choose whom to block. They can't get both players so they have to get the one who poses the biggest threat of breaking the play up. Look at the left side of the screen shot and you can see that the offensive tackle went for the nickelback instead of the defensive end.



Down again for a loss on the play

This mistake costs them big time. The defensive end got some help to stuff the play for negative yards.

4-3 OVER—CB DOG BLITZ



4-3 Over—CB Dog Blitz

When you put seven in the box, you force them to the outside. All you have to do is make an adjustment. You need to cheat your corners in prior to the hike. You want them to get in clean without being stalk blocked by a wide receiver. When you use this adjustment you always have to cheat the corners. This way you can bait a person into a turnover later.



This time we are going to bring pressure from the corner



We don't want to totally give away our intentions by moving the cornerbacks in too far.



Wide open path to the backfield

Our defenders get in clean while still containing the edge.



Running back sandwich

The defensive end and the cornerback were able to stuff the run at the first level with this adjustment.

DEFENDING THE SHORT PASS

Learning to defend the short passing game is essential if you plan on keeping your opponents in check. If they are able to establish the short pass, then they can force you to concentrate more on the underneath routes, ultimately opening up the intermediate and deep passing routes. We are going to take a look at some defensive plays and schemes that you can use to counter different types of pass routes. Keep in mind that these are just a few plays and schemes that you can use. As you play the game more, you will find even more plays and schemes to stop not only the short passing game, but also the intermediate and deep passing routes.

CURL

The curl is one of the most effective short pass routes in the game because it can beat both man and zone coverage. One of the best schemes to call to defend curl routes is a combination of man and zone coverage. Many players start with a Cover 2 man defense along with bump-n-run.



Here's the play as it looks from the Coach Cam

Next, they hot route their two defensive ends into buzz zones. On top of this, they key one of the outside receivers so that he is covered. On the other side, they manually defend the other receiver with either a safety or the defensive end dropping back in a buzz zone.



After the buzz adjustments

In the screen shot you can see the left side is covered by CPU-controlled defenders. On the right side, we are in control of the left end. Notice we are manually dropping him into the area of the outside receiver running the curl route.



Good coverage so far

Once the pass is thrown, we switch to the left cornerback and jump in front to snag the pass out of the air.



In position now to pick the pass off

RB ANGLE

The angle route is another short passing route that is effective against both man and zone coverage. The reason it's so effective against man coverage is that the defender covering him almost always trails behind the running back once he breaks over the middle. For this reason alone the angle route is extremely effective against man coverage. If zone coverage is called, the RB is able to get under the zone coverage. This even holds true if a receiver runs a deeper pass route over the top of the angle route since the defender(s) will cover the deep route first, allowing the back to get open. So what is the best way to defend it? Well, there are a few ways, such as manually defending it by taking control of a linebacker or defensive lineman and dropping him to cover the middle. If you do this, you must stay in between the running back and the ball. Another option is to use the spotlight receiver feature and key on the running back before the snap. If you key on the back, the zone coverage will take his shorter route rather than defending the deeper threat.

Another defensive setup you may want to use is to call a zone defense and then spotlight the receiver. Next, hot route two defensive linemen into QB Spy. They will drop right into the area where the back will be working his route. The only way to get them out of that area is for the quarterback to move left or right in the pocket.



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The view from the Coach Cam

Not only are the defensive ends in the area of the running back, but there's also a linebacker in his zone. The back is completely covered.



The running back is covered well

The defensive end steps up in front of the running back and knocks down the pass.

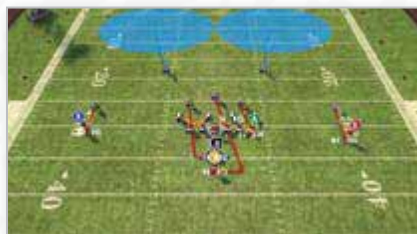


Knockdown by the defensive line

SLANTS

Slants are very effective against just about any type of man coverage in the game. For that reason, you can expect to see your opponent go to them any time you run man coverage. If you plan on running man coverage, you need to bait your opponent into

running slants but have a trap set up to pick the pass off. In this example, we bait the offense with the 4-3 Normal—2 Man Under.



4-3 Normal—2 Man Under

When our opponent sees that man coverage is called, he hot routes his split end on the slant. To set up our trap, we put all three linebackers in hook zones.



The backers are now in hook zones

Once the ball is snapped, the split end gets open as he breaks inside.



We have the slant route bracketed

The quarterback makes the throw, but instead of the pass being completed, the right outside linebacker steps in front of the pass and picks it off.



Interception by the ROLB

If you don't want to hot route the linebackers into man coverage because you might be afraid of leaving other receivers open, go ahead and hot route the two defensive ends into hook zones. They will drop into the same area as the linebackers.

The other option is to call a zone coverage such as Cover 2 zone. It does a really nice job of stopping slants because the receivers get jammed at the line of scrimmage by the cornerbacks. Once they break the jam, they have to deal with the linebackers dropping into hook zones.

MORE TIPS FOR DEFENDING THE SHORT PASS

- ◆ If your opponent likes to throw a lot of short passes, there is really no point in blitzing, especially if he is a well-seasoned veteran of the game. He will just pick your defensive blitz schemes apart. You are better off rushing two or three pass rushers and dropping everyone else back in pass coverage to take away the underneath throwing lanes. Having five, six, or even seven defenders playing underneath zone coverage will make it very difficult to get the short passing game going, even for high-level players.
- ◆ If your opponent is inside your 10 yard line, and it's third down, consider dropping all your defenders back in pass coverage. A typical all coverage defense may consist of two defenders in QB Spy, two defenders covering the flats, two defenders covering buzz zones, three defenders in hook zones, and

two players playing the back area of the end zone.

- ◆ Use bump-n-run and press coverage to delay the receivers from getting off the line and into their short pass patterns. This helps throw the timing off between the receivers and the quarterback and gives the defensive line more time to get pressure and hopefully sack the quarterback.
- ◆ Defenders with high zone coverage and awareness ratings tend to make more plays on pass routes underneath. Often they are in better position to pick the pass off, knock the pass away, or make the tackle as soon as the receiver makes the catch.
- ◆ Learn to be quick at making hot route adjustments on the fly. They can be a lifesaver in defending even the most potent offenses in the game.
- ◆ Watch for wide receiver screen routes. This year wide receiver screen routes are very effective against zone coverage. The best way to defend them is to call bump-n-run man coverage. If you have a lockdown cornerback, he may even pick off a few.
- ◆ If your opponent likes to run drag routes, try putting defenders in hook zones or QB Spy to take away these types of passes.

DEFENDING THE INTERMEDIATE PASS

Intermediate pass routes are the least commonly used by most human opponents you will face. Therefore, most people don't practice defending them. With that said, there are a few intermediate pass routes that you need to know how defend. Here, we take a look at some defenses that shut these intermediate routes down.

CROSSING ROUTES

The crossing route is by far the most used interme-

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diated pass route in the game. If you plan on running a lot of man coverage defenses, you can expect to be bombarded with them. The only way you can defend them if you play pure man coverage is to get quick pressure on the quarterback or manually control a player. If you give the quarterback time to wait for the receiver to come open, you will be in a world of hurt. Crossing routes destroy man coverage defenses such as 2 Man Under. Your best bet is to mix man and zone coverage or run pure zone defenses.

For example, say you choose the Dime Normal—2 Man Under. Consider putting two defensive linemen in hook zones. Even though it's only two, they will at least make it more difficult to complete the crossing route.

The more defenders you have dropping in hook zones, the better chance you have at defending crossing routes. A good example of a zone defense that drops multiple defenders into hook zones is the Dime 3–2–6—Cover 2. With four defenders occupying space over the middle, it makes it much more difficult for the quarterback to find an open receiver.



Dime 3–2–6—Cover 2

As the receiver comes across, each defender playing a hook zone will take away a passing lane.



The passing lanes are all clogged up

The quarterback tries to thread the needle between the right outside linebacker and the inside dimeback.



The QB tries to squeeze in a pass

The linebacker steps in front of the receiver and picks the pass off.



The pass gets picked off

Something to consider is to spotlight the receiver you suspect will be running a crossing route. In most cases it's going to be the slot receiver. If you are playing a human opponent, you should get a pretty good feel early on regarding what formations and receivers he or she uses. Once you do, you can key on that receiver.

DIG

The dig, square in, and in routes are not as effective against man coverage as they were in previous years. To be honest, if your opponent likes to run them, both man and zone coverage do a good job of defending them.

The Quarter 3 Deep—Under Man Zone is a solid defense to run to defend dig routes. The FS2 plays a hook zone and the NT drops back in QB Spy.



Quarter 3 Deep—Under Man Zone

The problem with dig routes this year is that the defender covering the receiver will play inside once the receiver breaks towards the middle. This puts the defender in great position to defend the pass if it's thrown.



We have inside leverage on the wide receiver

The right cornerback steps in front and picks the pass off.



This pass will not end well for the offense

POST

Another common intermediate pass route you can expect to see is the post route. This route is highly effective against any Cover 2 zone or man coverage.

If your opponent is running plays with this type of route, stick with Cover 1 or Cover 3 coverage. Even these coverages may not always defend it, but at least defenders will be in the area.

One type of Cover 1 coverage we like to call to defend post routes is Robber. This type of coverage has the safety playing the deep middle zone and over the top of the receiver running a post. It then has another defender dropping back in a hook zone underneath the receiver running the post. Normally this would be the other safety, but you will also find Robber defenses in the game where it's a linebacker. The Nickel Normal—Cover 1 is a good example of Robber coverage.

The quarterback must throw it on a rope to get the ball in to the post. Not only does he have to try to get it between the linebacker dropping in a hook zone and the free safety playing the deep middle, he also must deal with the defender covering the slot receiver. There isn't much room for error when trying to make this pass against this type of pass coverage.

The defender covering the slot receiver steps in front and swats the pass down for an incomplete pass.

THE MAJOR OBJECTIVES OF DEFENSE

Your first objective is to prevent a score. Hit stick hits are great, sacks are great, but if you keep your opponent out of the end zone, you will win games. Don't get hung up on stats. If your opponent throws for 400 yards and never gets in the end zone, you will beat the other team easily.

Prevent your opponent from breaking off long sustained drives. This will tire out your defense and you will get beat up in the fourth quarter. Limit your opponent to only minimal gains on first and second downs, forcing them to constantly be in third and long situations. Play field position ball, forc-


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ing them to take possession deep in their half of the field so that they have a long way to go for the score. You will see fatigue really take its toll in the fourth quarter. Use those big backs and highlight stick your way down the field late in the game.

Gain possession of the football. Attack the ball carrier in pileup situations. If multiple tacklers are going after the ball carrier, use the Strip button to take shots at the ball. Don't do this in a solo tackle situation because, more often than not, he will break your tackle or force a face mask penalty.

Scoring on defense—by interception return, fumble recovery, safety, or blocked kick—can really shift the momentum of the game. Make your opponents afraid to throw the ball. Shake their confidence with a defensive TD and you will take the heart out of them and turn them into hesitant players.

MORE DEFENSIVE GAMEPLAY TIPS

- ◆ Much emphasis is put on having an explosive offense. The top-flight players, however, are not only prolific point scorers, but very solid defenders. In the majority of cases with evenly matched teams/players, most football games are not “won,” but are lost by the players making the most mistakes.
- ◆ Do mix up your coverages: Play man, play some zone, and mix up your zones using Cover 1, Cover 2, Cover 3, and Cover 4 schemes.
- ◆ Set up the play to look like one of your enhanced blitzes, but instead call a zone. We've grabbed tons of picks this way.

- ◆ Call frequent blitzes to force errors by the opposing quarterbacks. Often pressure will lead to interceptions or bad throws.
- ◆ Use all the individual defensive hot routes to confuse your opponent.
- ◆ Use the new defensive Game Plan feature to counter anything that your opponent throws at you on offense.
- ◆ Put eight men in the box to stop the run, but watch out for play action passes.

DEFENDING THE DEEP PASS

Over the years many players on offense have found chucking it up deep to be just as successful as the short quick passing game. Their thought process is, if I can get one big play out every four plays, instead of running four short passing plays and picking up 12 yards, why not just throw deep? For this reason, you have to learn how to defend the deep passing game. We are going to take a look at some of the basic principles of defending the deep ball.

DEFENDING CORNER ROUTES

If your opponent is running a lot of pass plays that involve corner routes, one of the best ways to defend them is to call defenses where defenders drop back in buzz (purple) zones. Buzz zones place defenders right in the sweet spot that corner routes typically attack. Another way to help make sure your opponent isn't able to complete corner routes is to have defenders play in QB Contain. This helps because it prevents your opponent from rolling the quarterback out. By keeping him in the pocket, he has to make a more difficult throw to hit the corner. Typically players like to roll to the same side as their corner route. Not only can you run zone coverage with defenders dropping back in buzz zones, but man coverage can also be effective. However, man works better on higher difficulty levels than on lower difficulty levels.

An example of a zone defense we like to run

to defend corner routes is the Quarter 3 Deep—Quarters Contain. This defense has the two inside cornerbacks playing buzz zones. It also has two defensive ends in QB Contain.



Here's the play all set up

Once the ball is snapped, the quarterback sees that both defensive ends are in QB Contain, so he knows he is going to have to stay in the pocket and won't be able to roll out.



QB Contain keeps the quarterback in the pocket

Even though a defender drops back in a buzz zone in the area where the receiver is running a corner route, the pass is still thrown.



The QB forces the pass into double coverage

The cornerback cuts in front of the receiver and swats the pass down.



The cornerback jumps to knock down the pass

If the ball is lined up on the near side of the field, chances are there won't be a receiver running a corner route to the near side. The receiver just doesn't have enough room to run his corner. Most players run corner routes to the far side, so that the receiver running the corner route has more room to get open. With that said, you may not need to have defenders playing QB Contain and buzz zones to the near side. Instead just have one defender play QB Contain and another drop in a buzz zone to the far side.

DEFENDING STREAKS

Outside of corner routes, the streak route tends to be the other deep route most players will run. The best options to defend it are Cover 2 man defenses such as the Dime Normal—2 Man Under or Cover 4 defenses.

With 2 Man Under defenses, two safeties drop back in deep zone coverage on both halves of the field. Another defender is playing man coverage on the receiver. If for some reason the receiver is able to get past the defender, he will have help over the top from the safety on that side of the field.

Cover 4 defenses have defenders playing the deep quarters of the field. Generally it's two outside cornerbacks and two safeties. The two cornerbacks drop back deep near the sidelines and the two safeties cover the middle of the field. With four defenders defending deep, it makes it difficult to throw the deep ball. That's not to say that there are

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no receivers who can get past this type of coverage and get open deep, because there are. It does, however, limit the chances of the deep pass being completed when streak routes are being run.

We come out in Dime Normal 2—Man Under. Bump-n-run man coverage has been called. Notice how the two safeties are playing the deep halves of the field.



Dime Normal—2 Man Under

Once the ball is snapped, the receiver is able to beat the jam and get a few yards of separation from the left cornerback. If it weren't for the strong safety playing the deep right half of the field, this would normally turn into a big play for the offense.



The wide receiver appears to be open

The quarterback doesn't see the strong safety, so he decides to throw the deep pass to the streaking receiver down the right sideline.



The strong safety breaks on the ball

Instead the strong safety is able to get in position and pick the pass off. Had this been Cover 0 coverage, this would have likely turned into a big play if the pressure wasn't able to get to the quarterback fast enough.



The safety claims the ball as his own

If you are consistently being beaten deep because you are blitzing all the time, try playing a Cover 2 man coverage. You won't get the same type of pressure, but then again you won't be giving up the deep ball as often.

DEFENDING FADE ROUTES

Another popular deep passing route you want to learn to defend is the fade route. This route is one of the easiest to learn how to manual catch with. As with corner routes, the best way to defend it is to call defenses where two defenders drop back in buzz zones. We say this is because most players throw to the receiver running the fade when he gets about 15 yards down the field. That's about the same area where the defenders will drop in buzz zones provided that it's the outside receiver running the fade routes. A perfect example of this type

of defense is the Dime 3–2–6—Cover 4. Notice that the inside defensive backs drop back in buzz zones, while the outside cornerbacks drop back in deep coverage. With this type of pass coverage, the receiver running the fade will have coverage underneath him and over the top of him.



Dime 3–2–6—Cover 4

In the screen shot, you can see a better example of what we are talking about. The quarterback can't make the throw to the receiver until after he clears the defender playing the buzz zone. This makes it harder to complete the pass because now it must be thrown farther.



The buzz zone forces the QB to hold the ball

The ball is thrown to the receiver running the fade route down the left sideline. The ball goes over the top of the dimeback dropping into a buzz zone.



The QB tries the pass anyway

The right cornerback steps in front of the receiver and picks the pass off.



An easy pick for the right cornerback

QUICK TIPS FOR DEFENDING THE DEEP PASS

- ◆ Check your cornerbacks and your opponent's receiver ratings. If any of your cornerbacks are slower than the receivers they are covering, try not to leave them in one-on-one coverage. In this year's game, the deep bomb is there if the receiver has more speed than the cornerback in coverage. We can't tell you how many times we have burned our opponent by going up top when our fast receiver is able to blow past the cornerback in coverage. Make sure you have a safety playing over the top.
- ◆ Most top players like to control safeties before the snap. This way if their opponent uses a pump fake, their safeties don't bite on it. Normally players take control of the safety with the lowest awareness rating. That way he won't be susceptible to the pump fake.
- ◆ Top players may also take control of the fastest safety on the field or even sub in a fast cornerback at safety. They do this so they cover ground quickly when the ball is up in the air. Top players usually have great stick control and can pick the pass off or at least knock the pass down while in control of a fast safety.
- ◆ Use the defensive Game Plan feature and call loose zones. This drops the defenders back farther to help defend against the deep pass. Of course the trade-off is that the coverage is also loose, allowing passes underneath to be easier to complete.



Advanced Gameplay Strategies

You've mastered the fundamentals of offense and defense. Now it's time to really elevate your game and pack your arsenal with every trick of the trade. Many games in *NCAA Football 10* boil down to who is the stronger player on the sticks. Being able to take control of your receivers and make critical manual catches can often mean the difference between a first down and an interception. You'll learn all about how to user catch so you can sky in the passing game.

We continue adding pieces to your passing game by teaching you bump-n-run beaters and some really dirty tactics for attacking zone coverage. Next, we take all that you have learned and show you how to develop an offensive scheme that will cause your opponents to break their controllers in frustration. Of course, we don't overlook the defense, so look for some great blitz packages to finish this chapter off.

MANUAL CATCHING

One of the most important ways you can improve your stick skills (and passing attack) is to learn to user catch. Obviously not every pass route is one you will want to manually catch, but many times you can improve your chances of making a completion by user-catching. In this section of the guide, we look at a few of the more common user catch animations that you will want to learn.

ROCKET CATCH

The fade route is the easiest route to learn to manually catch. One of our favorite pass route combinations to use when running the fade route is the streak/fade combination. This route combination works best against Cover 2 and Cover 3 zone defenses. In this example we have called a play from the Shotgun Normal, and have hot routed the split end on a fade and the slot receiver on a streak.



The streak/fade combo

Once the ball is snapped, the split end takes an outside release towards the left sideline and then breaks straight down the field.



The split end makes his outside release

We wait for him to get about 12–15 yards up the field. Once he does, we throw a bullet pass and press the left thumbstick hard to the left. When we say left, think of your controller as a clock. You want to press the stick to the nine o'clock position. The quarterback throws the ball towards the sideline.



Take control of your receiver

As soon as the ball leaves the quarterback's hands, manually take control of the receiver.



Hold down the Catch button

As the ball is coming down, hold the Catch/Jump button and turn the receiver towards the quarterback. Some players hold the right and left triggers down while making the catch.



Turn the receiver back to the ball

If you time things properly, the receiver jumps straight up and grabs the pass in front of the defender.



The receiver goes up high for the rocket catch

The hard-core gaming community calls this animation the rocket catch.

MINI JETPACK

Another popular route players like to use user catch with is the streak route. We are going to use the streak route to show how to "mini jetpack." This is another popular passing catching animation used by many top-level players.

We come out in the Shotgun Normal and hot route the split end on a streak.



Here's the play we are using

The defense comes out in Dime Normal—2 Man Under. This type of coverage does a pretty good job of covering the streak because the safeties play over the top. However, it's not as effective against the streak if the receiver is taken control of by a player who knows how to user catch.

Once the ball is snapped, the split end gets inside

position on the right cornerback. Instead of throwing a bullet or deep lob pass, we want to pass lead the ball to the inside. If you are looking at your controller as a clock, throw the ball with the left thumbstick pushed to the 3 o'clock position. The quarterback will now throw the pass towards the middle of the field.



Work the receiver inside

As soon as the ball is thrown, take control of the receiver and cut him inside of the right cornerback and free safety. Also hold down the Catch/Jump button. As the ball comes down, the receiver goes up and snatches the pass out of the air.



Our receiver makes the mini jetpack catch

This takes some timing to get down, because if you don't cut right the pass will be overthrown. Spend some serious time with this catch animation and you will be able to beat both man and zone coverage more consistently.


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SPECTACULAR CATCH

The spectacular catch animation has been in the game for a few years now. The only way to pull it off is to find a receiver with a 90-plus spectacular catch rating. Even if the receiver has this high of a rating, he won't always be able to pull it off.

In this example, we hot route the split end on a streak. We throw the same inside pass as we did with the mini jetpack. Instead of getting the mini jetpack, we get a one-handed spectacular catch animation. There are other spectacular catch animations as well. From what time we have had with this game this year, it seems like the spectacular catch animation is more random, so you won't always be able to get it. Also, you may see spectacular catch animations without having to take control of the receiver.



An amazing catch by our receiver

QUICK USER CATCH TIPS

- ◆ To get spectacular catch to work, receivers need to have high spectacular catch ratings. We normally look for receivers with 90 or higher.
- ◆ The taller the receiver is, the easier it is to make all the catches we have just shown.
- ◆ Try pressing the stick up/down or left/right when making the throw. This creates different animations for the receivers when making the catch.

ADVANCED BUMP-N-RUN BEATERS

Man coverage has been improved over last year's game. Because of this, you can expect more players to be calling man coverage along with bump-n-run. For this reason, spend time learning pass plays that beat bump-n-run man coverage. If you don't find these pass plays, you will struggle in the passing game. We show you a couple of ways to beat the press and give you a starting point for finding your own plays.

SHOTGUN BUNCH HB STR—HI LO OPTION

Bunch or cluster formations are a great way to find bump-n-run man beaters. One of our favorite plays from the Shotgun Bunch HB Str is the Hi Lo Option. This play has the outside receiver on the bunch side running a corner route.



Shotgun Bunch HB Str—Hi Lo Option

The bump-n-run man defense called is Dime 3-2-6—2 Man Under. Notice the safeties are in two-deep coverage.



Two-deep coverage by the safeties

We are not going to have the outside receiver on the bunch side run his corner route. Instead we are going to hot route him to a drag route.



Motion the receiver to the outside

Next, we take control of the receiver and motion him outside to the right. Instead of a drag, he now runs a flat route.



Our receiver is now running a flat route

As soon as he gets a few yards outside, we snap the ball.



Our receiver gets off the line clean

This allows him to get off the line of scrimmage without being jammed.



Throw the quick pass outside

We throw him a quick bullet pass in the flats. We make the catch and head down the field for a 12-yard pickup.



Heading down the sideline for 6 points

SHOTGUN TIGHT—STICK

This next advanced bump-n-run man beater gets the ball out of the quarterback's hands quickly and out to the receiver. The name of the play we use is the Shotgun Tight—Stick. The outside receiver lined up on the left runs a flat route.

Manual Catching

Advanced Bump-n-Run Beaters

Advanced Zone Beaters

Putting Together an Offensive Scheme

Advanced Defensive Game Plan

Advanced Coverage Tips

Advanced Man Blitz Schemes

Advanced Zone Blitz Schemes



Shotgun Tight—Stick

To get him open, all we need to do is send him in motion to the left.



Put the receiver in motion to the outside

When he gets a few yards from where he originally lined up, we snap the ball.



Snap the ball right here

The cornerback won't be able to jam him at the line of scrimmage.



He gets off the line cleanly

Once the receiver gets a step or two on the cornerback, we throw him a bullet pass.



Fire a bullet pass

We make the catch and head down the field. If there are no safeties playing deep zone coverage, there is a good chance of going all the way in for a score.



Lots of wide open space ahead of us

SHOTGUN Y TRIPS—Z SPOT

The last advanced bump-n-run man beater uses motion to get two receivers off the line of scrimmage without being jammed. The play we use is the Shotgun Y Trips—Z Spot.



Shotgun Y Trips—Z Spot

To get the outside receiver running the spot route, and the slot receiver open on the corner route without being jammed at the line of scrimmage, we need to send the outside receiver in motion to the left.



Send your receiver in motion

As soon as he gets about a step from the slot receiver, we snap the ball.



The receivers escape the press

This allows both receivers to get off the line of scrimmage without being jammed at the line of scrimmage.



Roll out with the QB

Our first two options are the outside receiver running the spot route and the tight end running the flat route. If we decide to make the throw to the outside receiver, we need to throw it to him before he spots up.



We have two passing options

If we don't throw to the outside receiver or tight end, we can look for the slot receiver running the corner route. Once he breaks to the corner, we lead him towards the sideline, where only he has a chance to make the catch.



The QB makes the pass

The catch is made for a 17-yard pickup.


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Take control and make the catch

ADVANCED ZONE BEATERS

Finding plays that beat zone coverage is just as important as finding plays that beat man coverage. Spend equal time looking for pass plays to beat all types of zone coverages. You can use different passing concepts, such as floods, verticals, and horizontal stretches, to attack zone coverage. Of course you can mix concepts in together, as you see in three verticals two under concepts. In this section of the guide, we look at a couple of passing concepts that do a good job of exploiting holes in zone coverage.

GUN TIGHT—STICK

One of our favorite horizontal stretch plays to beat zone coverage is out of the Gun Tight. This play is the Stick. The default design of the play has the outside receivers running flat routes and the inside receivers running stick (short curl) routes. Against Cover 4, this play is very effective.


Gun Tight—Stick

We are going to try this play against Cover 3 coverage. Keep in mind that this concept works against Cover 2 and Cover 4 as well.


Cover 3 coverage

We are going to change the play up a bit by hot routing the two outside receivers on curls and then extend the routes. We also hot route the running back on a curl. The idea behind this concept is to have more receivers running routes between or near the hash marks than the defense can cover.


Hot route to curls and extend the routes

Notice we have five receivers running routes between or near the hash marks, where the defense has only two defenders. This makes it pretty easy for us to find an open player.


Plenty of potential for open routes

Having the two out receivers running deep curls forces the defenders playing hook zones to cover them, leaving at least one of the receivers running the underneath routes open.


Two receivers come open

We throw a bullet pass to the inside left receiver.


Throw a bullet pass

He makes the catch. Once he does, we take control of him and head down the field for a 7-yard pickup.


Good gain for our team

DOUBLE SLANT OUTS—DOUBLE STREAKS

This next advanced zone beater concept blows the doors right off Cover 2 and Cover 3 coverage. The

name of this passing concept is the double slants double streaks. We come out in the Shotgun Spread Flex—Deep Curl Flex. Keep in mind that you can run this concept from several different formations in the game.


Shotgun Spread Flex—Deep Curl Flex

To set it up, we hot route the outside receivers on slant outs and then hot route the left slot receiver on streak. We don't hot route the right slot receiver on a streak, since he is already running one.


We make our hot route adjustments

Once the ball is snapped, the outside receivers first break towards sidelines. The inside receivers run their streaks right down the seams.


Our receivers break out into their patterns

With the inside receivers streaking down the seams, the cornerbacks cheat inside to cover them. This leaves the outside receivers running the slant outs more room to get open once they get down the field. In this year's game, slant outs to the sidelines are run more like fade routes.



The cornerbacks cheat inside

With the corners cheating inside, the deep sidelines are open for the taking.



The deep sidelines are open

We throw a hard bullet pass to the split end down the deep left sideline. When making the throw to him, we want to pass lead hard left.



Throw a hard bullet pass

Against Cover 2 zone coverage, this concept is even more effective.

ENHANCED WR SCREEN

The WR Screen is a very popular short passing play that many top players like to use to pick up consistent yardage against zone coverage. We are going to show you an enhanced version of a WR Screen play out of the Shotgun Normal Flex. The play's actual name is FL Screen. By default design, this screen play works pretty well with three offensive linemen pulling out to the right to set up the screen. As effective as this may sound, we can make it even more potent with a few pre-snap adjustments.



Shotgun Normal Flex—FL Screen

We hot route the split end and slot receiver on drags. We also hot route the running back on a slant out. Notice that all three of their pass routes are now being run towards the same side as the screen route.



After the hot route adjustments

Once the ball is snapped, we roll our quarterback away from the screen. The three offensive linemen go out to block for the screen. The split end, slot, and running back all run their pass routes towards the right side where the screen is being set up.



Roll away from the screen

We make the throw to the flanker.



Zip it out to the receiver

Once the flanker makes the catch, all three other receivers become run blockers. Throw in the three offensive linemen also run blocking, and we now have six run blockers. This makes it very hard on the defense.



Our blocks are set up nicely

We follow our blocks and get in for an easy 6 points.



Looks like this one is going to the end zone

PUTTING TOGETHER AN OFFENSIVE SCHEME



Shotgun Gator Heavy

If you want to put a scheme together you have to look beyond just running money plays. Your play schemes should be based on your team's talents and your abilities. When searching for a set to build from, you want pass protection and quick reads for passing progression, and you have to be able to run out of it. Lastly, you need a set that many players haven't really been exposed to often. In this section you will learn how to put a scheme together and see how the plays mesh well with one another. The Gator Heavy is the formation we will use with the current BCS National Champions—the Florida Gators. You can see that the Shotgun Gator Heavy set provides you with all of the things I listed. Now let's hit the field.



JET SERIES

In football, when you want to create a scheme you run a series of plays. You base your offense around a key offensive play and then build plays around that option. In this first breakdown we teach you how to run your first series.

SHOTGUN GATOR HEAVY—JET OPTION



Shotgun Gator Heavy—Jet Option

The Jet Option is a great play to use. We are looking to build our scheme around the same pre-snap automation. We use this to help set up the other plays that we have in this scheme. Most of your opponents will look at your tendencies and try to adjust. We will use the same motion in each play to fool them.



We have two pulling blockers

This play gives us two blockers pulling with the QB and the receiver. The key to success in this play is to stay with our blocks, make the right reads, and then pitch to our speedy wideout if we get the chance.



Draw the defense and make the pitch

As you see, with a two-headed attack the defense has to choose who they want to contain. If they collapse on the QB, we have the wideout rolling with us ready for the pitch. Simply stay with your reads and execute.



With Florida's speed, this one is going to the house

The defense broke on the QB and allowed us to kick the ball out to our speed burner. This play is the base of our scheme now. The defense has seen the wide receiver motion, and that we ran a Speed Option. We want to make them overplay the strong side of the field.

SHOTGUN GATOR HEAVY—QB POWER FK JET



Shotgun Gator Heavy—QB Power Fk Jet

Since we have worked the edge, we now need to pound the middle. The best thing to do is use the inside game to set up the outside game. Notice, this play has the same motion from the wide receiver as the Jet Option play.



Our receiver comes in motion

Here you see the wideout going in motion like before. The defense is overplaying the outside and hasn't left enough defenders in the box. We must show that we will run up the gut in order to keep the Jet Option free for later. This is a nice setup so far.



The QB fakes the jet handoff

The QB makes a fake as if he is handing the ball off to the wide receiver. Read the defensive tackle and stay behind your blocks. You can see that we have two lanes open to us and the defensive tackle got sucked in on the fake. We also can bounce this outside later on because the formation provides such an excellent seal.



QB#15 breaks into the secondary

We now have a great inside/outside option in this scheme. We also have established that we aren't afraid to run out of the shotgun. When you run well it helps open up the passing game. Let's take a look at that right now.

SHOTGUN GATOR HEAVY—PA JET SWEEP



Shotgun Gator Heavy—PA Jet Sweep

This play has the same motion, forcing the defense to respect the possibility of the Jet Option.



The defense is loading up on the right side

The defense is now overplaying the strong side. It's time to expose their weakness. The defense is primed for a pass now.



Our FB is wide open

You have great protection and four possible reads. You have two hot reads and two deep possibilities. If you feel heat, dump off to the back or a receiver. If you have time you can hit one of the TEs.



Easy catch and lots of room to run

We dumped the pass off to the FB working the flats.

QB BLAST SERIES

Now we will look at meshing another scheme with the Jet series. We call this the QB Blast series. The QB Blast is a very effective running play. To get this play to work we need to mesh together other plays to protect this one. You can run both the Jet and Blast schemes together. When you pick a playbook and formation to scheme with, make sure your right stick audibles flow with your scheme. Now you can take 5–6 plays and make a 10-play offense.

SHOTGUN GATOR HEAVY—QB BLAST



Shotgun Gator Heavy—QB Blast

You can see that this play is dangerous because of all of the men you have at the line. If you look closely you see that this play is meant to go to the right side of the field. You can make it an inside running play because of the alignment.



We have a nice running hole

We have a nice gap to the middle and the left side. If the defense stayed in that setup overplaying the right side, we could use our formation audibles to change to this play and move the chains.



Cover that ball up

When running with your QB make sure you protect the ball and your player. Don't let him take too many direct hits because this scheme is built around him. Hit the hole, cover the ball up, and QB Slide if you see any contact coming.



Our QB breaks into the secondary

Once you clear the first level, let them have it with the speed burst. This play is like having a goal line offense play in your audibles. This is what makes this scheme so hot.

SHOTGUN GATOR HEAVY—PA TE CROSS



Shotgun Gator Heavy—PA TE Cross

Once you have set up your running game you need to layer it with some play action passing. You can either put this play in as one of your audibles, or just call it from the Play Call screen. You still have another play action play in your pre-set audibles. This is just expanding the play calling in your scheme.



The QB executes a rocker step

The *NCAA Football 10* team added a new animation to the game for quarterbacks running play action from empty sets—the rocker step. This meshes well with the QB Blast. His animation makes the play appear to be the blast. If they react to the fake, things could get ugly in a hurry.



Lots of good options on this play

We have four main options in this play. The route meshing is excellent as well. We have great protection and can hit any one of our players. If no one is open, we'll just take off and get what we can with our QB.


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The receiver skies for the catch

The wide receiver makes an excellent grab for a big gain. This play can cause a major headache for anyone who has to contend with your offense. You're running inside and outside as well as passing via play action. In addition, it's hard to get inside pressure on the QB against this set.

SHOTGUN GATOR HEAVY—Z STREAK



Shotgun Gator Heavy—Z Streak

There are two other passing plays in your pre-set audibles. This particular option gives you five passing targets with which to attack the defense.



You have routes to beat all different coverage types

You have the running back as your hot read, you have a post/corner route combo, and then you have the fullback on a delay route. You have man beaters, zone busters, and a hot read for heat.



The QB winds up to throw

This play really opens the field up. Look at all the options that you have and the pass protection that is provided. If you can get your ground game going, you will see openings like this. The placement of your players alone causes mismatches. The main key is to work on your progressions. If no one is open, tuck the ball and run. This is why mobile QBs are so dangerous. When you have an athletic QB with a strong running game and a basic passing scheme, you have the potential to win some titles. This is why many college teams are going to this type of offense.



Great catch by the TE

Great pass for a nice gain downfield. Your opponents have nothing to lean on because you have attacked them in every way possible.

ADVANCED DEFENSIVE GAME PLAN

We have already broken down the Game Plan feature in the *New Features* chapter. Now it's time to take a closer look at using the Game Plan feature for defending the pass. Over the years one of the biggest gripes playing pass defense was that there weren't enough tools to make adjustments to cover pass routes. For instance, drag routes have always been effective against zone coverage, because the linebackers would always drop too far back in coverage to cover the underneath routes. The only way to really to defend them was to manually control a player, hot route defenders into QB Spy, or use the receiver spotlight feature and hope that you picked the right receiver. With the new defensive Game Plan feature, you don't have to do any of that because you can put CPU defenders in the right spot by setting up based on what your opponent likes to do on offense.

Below we are going walk through a couple of scenarios demonstrating how you use can use make adjustments using the Game Plan controls.

RB ANGLE ROUTE

Our opponent seems to be attacking the short middle of the field with the RB angle route. We have manually defended it by taking control of the linebacker. The problem is, now we can't manually defend the deep pass., and our opponent hits us over the top for a big play. To solve the problem, all we need to do is go into the Game Plan and highlight zone coverage. Next, we select tight zones. Now the defenders won't drop back as far in zone coverage. Notice that the linebacker and the inside defensive back hook zone coverage assignments are closer to the line of scrimmage.



Using tight zones

Once the ball is snapped, the linebacker won't take nearly as far of a drop as he would if we were playing normal or loose zone coverage.



Lots of coverage close to the line

Because he doesn't drop as far, he now plays in front of the running back when he breaks over the middle on his angle route. With the underneath coverage taking care of the RB angle route, we can manually drop our safety to take away the deep pass if our opponent tries to go up top.



We have a player waiting over the middle

The quarterback tries to throw a bullet pass, but the linebacker's coverage is much too tight on the running back for him to have any chance to catch the pass.

Manual Catching
Advanced Defensive Game PlanAdvanced Bump-n-Run Beaters
Advanced Coverage TipsAdvancedZone Beaters
Advanced Man Blitz SchemesPutting Together an Offensive Scheme
Advanced Zone Blitz Schemes*The QB forces the pass*

The end result is a pick by the linebacker.

*Interception!*

CURL

Our opponent has been hitting us with the curl route multiple times throughout the first half whenever he needs a first down. We have tried some other types of coverage and have had some success, but we still can't stop it when it matters. We go into the Game Plan and select tight zones under and swat under pass defense.

*Tight zone coverage selected*

The defense we call is the Dime Normal—2 Man Under. We also apply bump-n-run coverage.

*The defensive play call*

Even if we don't apply tight zones and swat, this defense sometimes will stop the curl, but often the receiver is able to get in front of the defender in man coverage. With the Game Plan adjustments applied, the receiver is covered much better. Notice that the free safety doesn't drop as far as he would if we didn't make the adjustments.

*The safety takes a short drop*

As the receiver curls back, the right cornerback plays outside and the free safety drops down even farther and covers to the inside of the receiver. This makes it very hard to complete the curl pass.

*Bracket coverage on the outside*

The pass is thrown, but the free safety steps in front of the receiver.

*The defense breaks on the ball*

As the football is coming down, the free safety goes up and swats the pass away.

*The safety swats the ball down*

WR SCREEN

Our opponent has been running screen plays to the flanker all game long, and the only sound way we found to keep it in check is to manually defend it. The problem is that he can beat us other ways because we are so focused on covering the flanker. We set our Game Plan to tight zone coverage. Notice the left and right cornerbacks play their flat coverage even closer to the line of scrimmage.

*Tight zone coverage is set*

As much as we would like to tell you that this completely destroys WR Screen plays, it doesn't always. A lot of times the cornerback covering the flat to the screen side still ends up getting blocked. However, with one more pre-snap adjustment, we can pretty much blow up the WR Screen. All we need to do is hot route another defender into the flat. It can be a defensive lineman (normally a defensive end), a linebacker, or even a safety depending on what his pre-snap coverage is like. In this case, we hot route the left end. Notice that his flat coverage is in the same area as the left cornerback.

*We hot route another defender into the flat*

Once the ball is snapped, the left end drops out to cover the flat.

*The left defensive end is clean*

The left cornerback is blocked, but the left end isn't. As the flanker is about to make the catch, the left end is ready to knock him down.


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The receiver makes the catch

The left end makes the tackle on the flanker behind the line of scrimmage for a 2-yard loss.


The defensive end dumps the receiver to the ground

Many other adjustments in the defensive Game Plan feature can be used to defend the short passing game. Spend some time playing with this great new gameplay feature because it gives you some much-needed tools to defend not only the pass, but also the run.

ADVANCED COVERAGE TIPS

We have already broken down how each pass coverage works along with its strengths and weakness. We have also shown how to change coverages by hot routing defenders and making global adjustments before the snap. In this section of the guide, we take it one step farther and show a few advanced coverage tips that will make it harder for the offense to pass the rock on you.

DELAYED BUMP-N-RUN MAN COVERAGE

Over the years one of the more popular ways to disrupt the opposing team's passing offense was to call delayed bump-n-run man coverage. In *NCAA Football 10* you still can do this, but not the way it used to be done. Formerly you could out come in man coverage, call bump-n-run, and then reset your defense. If you follow these steps this year, it won't work. We are going to show you two other ways delayed bump-n-run man coverage can be achieved. Both of these could be done in previous versions of the game, but most players didn't use them because they preferred the easier method.

FLIP DEFENSE

The first way we want to show you how to get delayed bump-n-run man coverage is to flip the defense. We come out in 4-3 Normal—2 Man Under. Notice that the cornerbacks are lined up in normal man coverage (about 5 yards off the receiver in front of them).


4-3 Normal—2 Man Under

We call bump-n-run coverage. The cornerbacks move up closer to the receivers and now line up about 2 yards from them.


Call bump-n-run coverage

Next, we flip the defense. The cornerbacks now move back in normal man coverage position. To your opponent they don't look like they are in bump-n-run man coverage, but they actually are ready to press the receivers at the snap.


Flip the play and the cornerbacks move back to normal depth

Once the ball is snapped, the right cornerback goes up to jam the receiver in front of him. If your opponent was looking to throw a quick slant or some other quick pass route, the timing will be thrown off.


Here's the jam at the line

CALL ZONE COVERAGE FIRST

The second way to call bump-n-run man coverage is to come out in a zone defense. In the screen shot we come out in 4-3 Normal—Cover 3. Notice that the cornerbacks are lined up in normal coverage.


4-3 Normal—Cover 3

Next, we call bump-n-run coverage. Now the corners are in bump-n-run coverage. However, because they are playing deep zone coverage (dark blue) they won't jam the receivers in front of them.


Cornerbacks in press coverage

To get them in bump-n-run man coverage, we need to audible to a man defense. In this case, we audible to the 4-3 Normal—2 Man Under. The cornerbacks line up in normal man coverage, but they are really in bump-n-run man coverage.



Audible into the 4–3 Normal—2 Man Under

Once the ball is snapped, the right cornerback goes up and jams his man at the line of scrimmage.



The cornerback jams the receiver at the line

DISGUIISING MAN COVERAGE

On the PS2 and original Xbox, there was a feature called Man Lock On/Off. For those of you who don't know the difference between the two, here is a quick explanation. When Man Lock On was called and a receiver was sent in motion, the defender in man coverage would follow him. The player on offense would instantly know man coverage was called. If Man Lock Off was called, then the defender lined up across from the receiver sent in motion would not follow him. Because the defender would not move, the player on offense couldn't tell if man or zone coverage was being used. This made pre-snap reads tougher to make.

In *NCAA Football 10*, there isn't a Man Lock On/Off feature in the game per se. However, with a little creativity, you can get the same effect.

First off you need to make sure you have some type of zone coverage defense set in your audibles. For this example, we have Nickel Normal—Velcro 9 set up as one of our audibles.

The offense comes out in Ace Big Twins. Two receivers line up on the left side. On defense we come out in the 4–3 Normal—2 Man Under. The left and right cornerbacks line up across from the two receivers. The player on offense will be able to tell right off the bat that this is man coverage, making it much easier to know where to throw once the ball is snapped.



4–3 Normal—2 Man Under

To disguise man coverage, we audible into Nickel Normal—Velcro 9. We don't wait for the defense to set up in the Nickel Normal—Velcro 9 defense; instead we hurry up and audible back into the 4–3 Normal—2 Man Under. When we do this, the right outside linebacker shifts out to cover the inside receiver on the right, while the left cornerback covers the tight end. The player on offense will look at this coverage and think the defense is playing some type of zone coverage, even though man coverage is called.



This play now looks like zone coverage

If motion is used, the right outside linebacker will follow the receiver across, therefore revealing man coverage. If this happens, just audible back again into a man coverage defense. The right outside linebacker will release the receiver in motion and the left cornerback will pick him up as he comes across. This is something you want to play with, because you will discover more uses for this technique.



You will have to adjust to motion

ADVANCED MAN BLITZ SCHEMES

Getting pressure up the gut in *NCAA Football 10* is going to be tougher than ever with the offense having all kinds of tools at its disposal to beat the blitz. The best way we have found to blitz is to find simple setups that require little or no pre-snap adjustment. Here we take a look at a few advanced man blitz schemes that require only a few pre-snap adjustments to get pressure on the QB.

3–4 NORMAL—PINCH

The first advanced man defense we take a look at is the 3–4 Normal—Pinch. This defense sends six defenders after the quarterback. Notice that there is no deep safety help.



3–4 Normal—Pinch

To set this defense up, we take control of the right end and hot route him to blitz straight down.



Hot blitz the RE to blitz straight down

Once the ball is snapped, the left guard blocks the right end and the left tackle looks to block the right outside linebacker.



The LG and LT are occupied with pass rushers

With the left guard and left tackle now occupied, the right inside linebacker shoots through the A gap between the center and the left guard.



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The RILB shoots the gap

The quarterback has no chance to get the ball off and is sacked for a loss.



Down goes the quarterback

4-3 NORMAL—OLB FIRE MAN

The 4-3 Normal—OLB Fire Man is another defense where there is no safety help deep. Just in case you forgot, this is known as Cover 0 coverage. Many of the man blitz defenses in *NCAA Football 10* have this type of coverage scheme. This defense is designed to bring pressure from the outside using the linebackers. However, the quickest way to bring pressure on the quarterback is right up the gut.



4-3 Normal—OLB Fire Man

To set the defense up to bring A gap pressure, we need to first pinch the defensive line and linebackers.



Pinch the defensive line and linebackers

The offense comes out in the I-Form Slot Flex. The free safety is covering the fullback. The fullback is pass blocking to the right side. Instead of having the free safety cover the fullback, we will give him a blitz assignment. We prefer to run this blitz when our opponent comes out in some type of two-back set. If our opponent comes out in a one-back set, we may still run this blitz, but we have to be careful because the free safety more than likely will be covering a receiver in the slot. The middle linebacker would more than likely be covering the halfback. If that's the case, we would want to hot route the middle linebacker to blitz.



Hot route the free safety to blitz

We move the free safety so that he lines up behind the weak side defensive tackle. His blitz angle shoots through the A gap between the center and left guard.



Move the free safety

Once the ball is snapped, both the right outside linebacker and free safety blitz through the A gap.



Lots of pressure is coming through the A gap

The fullback can only block one of them. In this case, it's the free safety that he blocks.



The FB blocks the free safety

This allows the right outside linebacker to shoot through and sack the quarterback for a loss.



The ROLB gets a free rush through the middle

If your opponent tends to send the fullback out on pass routes, then there is no need to blitz the free safety. With six defenders rushing and five offensive linemen blocking, the numbers favor the defense. In most cases the right outside linebacker will be the one who gets the A gap pressure. If he doesn't, then it's generally the right end.

4-2-5 NORMAL—FS BLITZ

One last advanced man defense that we want to take a look at is the 4-2-5 Normal—FS Blitz. This is another blitz that is really simple to set up as it only requires two steps.



4-2-5 Normal—FS Blitz

To set the blitz scheme up, hot route the right outside linebacker to blitz. We know that he is already set to blitz to begin with, but he takes an outside rush angle. By hot routing him to blitz, his blitz angle now shoots through the B gap between the left guard and left tackle.



Hot route the ROLB to blitz

Next, we want to take control of the free safety and move him down in the box. His blitz angle should be shooting through the B gap between the right guard and right tackle.



Move the free safety down into the box

Once the ball is snapped, we stay in control of the free safety, but instead of blitzing him, we want to fake blitz. We want the right guard to have to account for us.



Fake the blitz with the free safety

If he moves in our direction, he won't be able to get back and block the right outside linebacker shooting through the B gap between the left guard and center. Once the guard commits, we drop the free safety back in deep coverage over the middle.



The ROLB gets through

The quarterback has no time and is sacked for a loss.



A sack for our defense

ADVANCED ZONE BLITZ SCHEMES

We have already shown some basic zone blitz schemes, but now we want to take it another step by showing you a few advanced setups. Each one of these blitz setups requires either moving defenders or hot routing defenders. We will be using Alabama's default defensive playbook, which is the 3-4.

3-4 OVER—CROSS FIRE

Let's examine the 3-4 Over—Cross Fire. By default this defense has the two inside linebackers crossing each other and then shooting through the A gaps. There is three-deep coverage behind this blitzing front. We are not going to have them both blitz through different A gaps. Instead we going to have them shoot through the same A gap, which is between the center and left guard.



3-4 Over—Cross Fire

All we need to do is hot route the right inside linebacker to blitz. His blitz angle will now shoot through the A Gap between the center and left guard. Notice the left inside linebacker's blitz angle will also shoot through the A Gap between the center and left guard. The only difference is that he has to come over the top of the nose tackle.



Hot route the RILB to blitz

The other step is to hot route the left outside linebacker to blitz. We want to stay in control of him because we are going to fake blitz him so that the right guard is occupied.



Hot route the LOLB to blitz

Once the ball is snapped, we fake the blitz with the left outside linebacker. The right guard moves

to block us. As soon as we see this, we drop back in zone coverage. While this is all going on, the left inside linebacker shoots through the A gap between the center and left guard. He goes straight after the quarterback for a sack. The right tackle may instead go out and look to block the left outside linebacker. Also keep in mind that if you would rather let the left outside linebacker blitz you can. If you do this, go ahead and control another defender before the snap.

NICKEL 2-4-5—RAY SMOKE

The second advanced zone blitz setup we want to show is the Nickel 2-4-5—Ray Smoke. This blitz gets B gap pressure from the nickelback. The pass coverage is Cover 2 zone. Rather than the safeties playing two deep, it's the left and right cornerbacks.



Nickel 2-4-5—Ray Smoke

By default, the right outside linebacker's blitz angle is slanting towards the inside. We want his blitz angle to shoot straight down at the left tackle. To achieve this, we hot route him to blitz.



Hot route the ROLB to blitz

Next, we take control of the nickelback and move him inside so that his blitz angle is shooting between the left guard and left tackle.


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Move the nickelback inside

Once the ball is snapped, the left tackle looks to block the right outside linebacker and the left guard looks to block the right inside linebacker.



The left tackle and left guard are occupied

With the left tackle and left guard preoccupied, the nickelback has a free shot at the quarterback to shoot through the B gap. The left inside linebacker may also shoot through the A gap between the center and right guard.



The nickelback comes in clean

Because of the quick heat by the nickelback, the quarterback has no time to throw the pass.



The nickelback sacks the QB

When setting up this blitz, consider putting a fast defensive back in at the nickelback spot. That's the number three cornerback spot on the depth chart. If you have a fast free safety or strong safety, you can package him in at the nickelback spot as well.

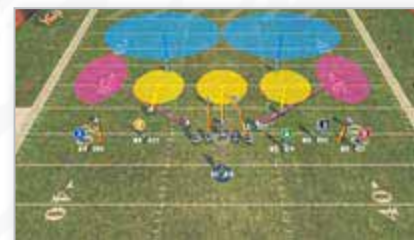
DIME 3-2-6—DBL CORNER PINCH

The final advanced blitz is one we like to use when our opponent tends to roll the quarterback out to the left or right. This blitz has the right and left cornerbacks blitzing. It also has both linebackers blitzing.



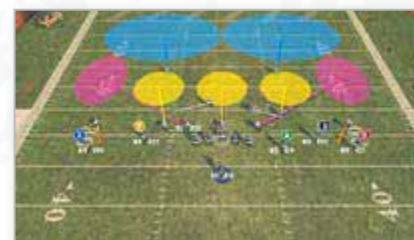
Dime 3-2-6—Dbl Corner Pinch

We like to hot route the defensive ends into buzz zones. We do this to provide better pass coverage near the sidelines.



Hot route the defensive ends to buzz zone

If we have time, we like to hot route the linebackers in hook zones or QB Contain. For this example we hot route them in QB Contain.



Put the linebackers in QB Contains

The quarterback rolls out to the right. He has no chance to get outside because of the blitzing left cornerback and the left linebacker playing QB Contain.



The QB rolls out

The quarterback has nowhere to run and is sacked by the left cornerback.



The left cornerback takes the QB down

ADVANCED ZONE BLITZ SCHEMES TIPS

- ◆ Be sure to mix in your zone blitz schemes in with other non-blitzing zone defenses. When doing so, be sure to move players around just like you did with the zone blitzes. Often you can make your opponents nervous and cause them to make a quick throw into coverage.
- ◆ Don't make your advanced zone blitz schemes too complicated to set up. Too many times we have had players show us setups that they thought were good. Although they brought pressure as advertised, they took too long to set up. Try to keep your setups quick and easy.

How to Use This Guide	Chapter 1—New Features	Chapter 2—Offensive Fundamentals	Chapter 3—Defensive Fundamentals	Chapter 4—Advanced Gameplay Strategies	Chapter 5—Offensive Schemes
Chapter 6—Defensive Schemes	Chapter 7—Team List	Chapter 8—Top 20 Team Breakdowns	Chapter 9—Career Modes	Chapter 10—Achievements and Trophies	
	Introduction	One Back Offense	Flexbone Offense	Shotgun Spread Option Offense	
	Pro Style Offense	West Coast Offense	Texas Tech Air Raid Offense	Pistol Offense	



Offensive Schemes

College football has always been one of our favorite sports because of the sheer number of offensive styles that you can see on any given Saturday afternoon. Watch the NFL on TV and, except for a few teams, pretty much everybody runs the same basic stuff. Sure, there are some wrinkles, but nothing like what you see in the college game. In one day you can see teams run the Triple Option out of the Flexbone, Jet Sweeps from the Shotgun

Spread, and power run plays from the Pistol offense.

Each year, the EA SPORTS development team takes it up a notch with more realistic playbooks. This season, the Flexbone offense received a ton of special attention and really shines. In this section of the guide, we break down seven different offensive schemes with eight plays from each one. That's 50-plus plays that you can take on the field to give the defense fits.


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INTRODUCTION

In this section of the guide we dive into seven different schemes that run the gamut of what you can expect to see on any given Saturday of college football. This is what really makes *NCAA Football 10* shine. There are so many different schemes you can learn that you should never get bored with the game. So let's jump in and take a quick look at the main offensive styles that we will be covering.

ONE BACK SCHEME

The One Back, or Ace offense is the offensive style in *NCAA Football 10* closest to the NFL game. What makes this offense a step above the common shotgun only or option only offenses is the complexity of schemes that can be developed from it. When a team comes to the field in a balanced formation, there is no real way for the defense to key on the run or pass from the formation. We want to keep the defense focused on down, distance, and tendencies. As long as that is all they have to go on, then we have done a solid job of keeping our play calling disguised. The Ace offense gives us multiple ways to attack the defense with deceptive motions and balanced attacks.



FLEXBONE SCHEME

The Flexbone is a dominating run-based offense that is designed to attack the defense every single play. That is the goal of every offense, but many offenses take a more subtle approach. The Flexbone, however, is built around forcing the offense's will on the defense and using the run game to control the line of scrimmage. With an

overpowering run game and constant banging up front by the offensive line, the defense will have to match the aggression of the offense's run game, allowing big-play opportunities for the offense.

In *NCAA Football 10* the Flexbone has been revamped and inches even closer to its real life counterpart. Georgia Tech, Air Force, Army, and Navy all use this offense as a method of attack. We will focus on how to attack the defense with both the run and pass from the Flexbone Close with-out providing the defense with anything to key on.



SHOTGUN SPREAD OPTION SCHEME

The Spread Option is one of most recognized offenses in college football. By forcing the defense to cover the whole field, this scheme makes it hard for the opposing defense to defend the run and pass. The offense spreads out the defense with four- and five-receiver sets, requiring the defense to adjust their personnel based on what the offense has on the field. This helps isolate players in space with some pretty explosive results. Most teams do not have linebackers who have the speed to keep up with those receivers; this forces them to bring in smaller defensive backs. Even if the defense has linebackers with speed, most do not have the coverage skills required to hang with the receivers all game long. Having smaller defensive backs in the game opens up more running options, especially inside. This often causes the defense to sit out its more experienced defenders and reach deeper down the depth chart.



PRO STYLE SCHEME

There are some people who like good old basic running and passing out of two-back sets. We take a look at the Strong I Tight formation from the Nebraska playbook. It's a great balanced playbook that allows you to pound the ball well, yet still has some quality passing plays. The Strong I Tight stood out simply because it's a set that not many playbooks have. Your opponents will not know how to prepare for it. The reads in this set are simple, and the formation has a compressed feel to it. Since everyone is closer to the offensive line you can set up nice pass protection schemes as well. In this section we will look at the rushing attack first, then break down some passing plays.



WEST COAST OFFENSE SCHEME

The West Coast Offense (WCO) is an offensive system that not as many teams use across the board in the college game. Most opt to spread the defense out. With that said, the West Coast Offense can still be a big winner in *NCAA Football 10*. The WCO is a system based on timing and spreading the defense out vertically and/or horizontally. This system is also based on route running, using the

backs, tight ends, and receivers, and protecting the quarterback. Pass protection is stronger in the WCO because the short patterns require only a three-step drop. The WCO is also a scheme that looks for matchups to showcase key players. The WCO emulates a run game by using short, ball control passing routes. This controls the clock, keeps the chains moving, and keeps the defense off-balance.



TEXAS TECH AIR RAID SCHEME

The Texas Tech head coach makes no bones about it: He is going to throw the ball and throw it often. Forget about the run—his offense uses the short, high percentage pass plays as a substitute for the run. Think West Coast Offense, but with even less running. Instead of running, he wants to get the ball in the hands of all five skilled receivers, including the running back. The running back will get as many touches in the game as with any other team, but instead of running the ball, he often catches the ball out of the backfield on screens and swing routes. His philosophy is, if you run the ball 5 yards versus catching the pass for 5 yards, what's the difference? This playbook has plays that attack all areas of the field to prevent the defense from keying in on any one certain tendency.



Introduction

One Back Offense

Flexbone Offense

Shotgun Spread
Option Offense

Pro Style Offense

West Coast Offense

Texas Tech Air Raid Offense

Pistol Offense



PISTOL SCHEME

When you look for a scheme to base your offense around, you must be able to run and pass effectively. The Pistol allows you to do both. Many casual observers of the game can be confused about the Pistol as an offense. The Pistol isn't an offense per se; it's a formation. The beauty of the Pistol sets is that they allow you to have a north-south rushing attack while still being in a passing set. Many teams have begun to use the Pistol with great success. The University of Nevada is the school that led the charge. They have demonstrated great effectiveness with the Pistol, so much so that other teams are taking notice.



ONE BACK OFFENSE

ACE BIG—SPEED OPTION



Even with the Ace offense being more of a passing set in the collegiate level, we still can't neglect the use of the option. While the run is a common aspect of the Ace offense, many times you see dives, counters, or stretch runs. To keep some semblance of the college offense we turn to the Speed Option.



The main key in running the Speed Option getting a read on the defensive end. As the quarterback comes down the line of scrimmage he sees that the defensive end is being blocked to the outside, so he can turn downfield to start pressuring the defense.



When the quarterback can get downfield because the defensive end is being blocked to the outside, he now puts pressure on the safety to come up to play him. Safeties are responsible for the QB, so the quicker the offense can make them commit, the better the chance at a big gain.



The safety had to commit to playing the quarterback, so the running back has the sideline to himself. Options are easy ways to attack opponents, especially when facing an overly aggressive defense. Here, the defense came too hard and left the entire sideline open. Our back has an easy trot to the end zone.

ACE BIG—INSIDE CROSS



One of the key benefits of running the Ace Big formation is the ease with which it allows the offense to attack the defense. Many times defenses will be cautious of blitzing because they don't know what to key on to tell if the offense is running or passing the ball. For the aggressive defenses that want to blitz regardless, the Inside Cross is a suitable counter.



Another benefit of the Ace Big formation is that it pretty much eliminates a defensive end coming clean around the edge. This means the defense must use linebackers or defensive backs to bring pressure. The defense tries to bring a linebacker here and leaves both crossing routes open.



With the blitz picked up and a solid pocket for our quarterback to step up into, we throw the ball to the

wide open TE2 who is crossing into the right flat. Crossing routes by the tight ends in the Ace formation are perfect blitz beaters. Most defenses think seams first and leave these routes open.



The tight end has the ball in the right flat and has turned downfield to pick up those important yards after the catch. He also benefits from a key block downfield by the flanker receiver. This gives the offense an even better shot at turning this into a house call.

ACE BIG—X POST



A balanced formation gives the offensive player a chance to attack the defense without them being able to key run or pass. This can also work when introducing motion to the formation. Motion can benefit the offense when attacking zone by creating floods, or versus man by creating rubs or picks to gain spacing. This is easily demonstrated using the X Post.


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Motion by itself is not successful in disguising a play call. Many players use it just to identify if the defense is in man or zone. That is one use, but specific motion can be incorporated into your attack to cause coverage breakdowns. We call for the flanker to go in motion on this play.



While the flanker is in motion we identify that the defense is in man coverage. We also recognize a potential void in the right flat, as the cornerback follows the flanker in motion. As soon as the play starts, hit the running back as he leaks out to the right flat.



The defense is at a clear disadvantage trying to defend this swing pass to the running back. He is already around the edge and has started to beat the defense's pursuit angles. The success of this play will allow the offense to use flanker motion to open

up other areas of the field because the defense will always have to account for the running back leaking to the flat.

ACE BIG—CORNER STRIKE



Some formations tend to be attacked by zone more than others. The Ace Big formation is a set that many defenses try to run a lot of Cover 2 or Cover 3 zones against. Since these zones are meant to keep receivers from getting behind them, we find that the Corner Strike routinely breaks these zones.



The defense is in some form of a Cover 2 zone with the cornerback playing a flat zone. The Corner Strike uses the outside receivers' inside breaking routes to pull the cornerbacks to the middle so that the tight ends can leak to the flats. This is a natural pick caused by the responsibility of the cornerback's zone.



Because the initial parts of the outside receivers' routes are so shallow, the cornerbacks are prevented from dropping off and protecting the flat. Instead they get so far inside that the quarterback has a wide open passing lane to either tight end in the flat. This gives our tight end an uncontested catch opportunity.



It shouldn't get any worse than that for the defense, but to add insult to injury the defense now has to rely on a defensive end being able to catch our tight end before he reaches the end zone. The DE has already given up a 10-yard gain, and it doesn't look like he will catch the TE within the 20 yards left before the end zone.

ACE BIG—HB TOSS STRONG



Running the toss requires solid blocking. The one thing that makes our use of the Ace Big formation an advantage for us is also a disadvantage for us on certain plays. Being balanced prevents us from having multiple blockers to one side as in many other formations. However, we can incorporate motion to gain blocking and still give the threat of the pass.



We're not going with motion here, but it can add some blocking if we need it in the future. The reason the HB Toss Strong is being showcased is to explain how to get to top speed with the running back when running a toss to the right. Over the past two seasons there has seemed to be a hitch in the back's movement when running tosses to the right.



There is an easy way to prevent the running back from taking a stutter step as soon as he gets the ball on a toss or pitch right. All you need to do is wait for the ball to touch the back's hands before pressing the Sprint button. The better timing you have on this the more explosive the back will be.



As soon as the ball touched the back we used the Sprint button and he took off in full stride. Practice this technique so that you can be a threat running toss plays to both sides of the field.

ACE BIG—CURL FLATS



Every formation has a bread-and-butter play where the percentage of success is much higher than the percentage of failure. The Curl Flats is a play that is extremely basic, but because it is so fundamentally sound it can be a threat versus any defense that it matches up against.



The majority of defenses run in human head-to-head games will be Cover 2— or Cover 3—based. The other coverages work well but are not used as much as the ones mentioned. The defense is running a Cover 3 defense, and right away there are huge openings in both flats and great spacing in the middle of the field.



The offense has a minimum of a 5-yard gain all around the field. What's even more of a threat to the defense is that no matter what option they

decide to cover on this play, they will be leaving open another option. If the defense plays the flat then we will take the curls, and if they play the curls we have the flats and the running back as options.



We want to keep the running back as a receiving option in our pass plays so we get the ball in his hands in the shallow middle of the field. He easily picks up over 10 yards on the play because of the soft coverage by the defense and the good offensive play call.

ACE BIG—PA DEEP IN



Normally, running a play action pass play against a solid blitz wouldn't be a good idea. The timing of the fake to the back and then reading the coverage can seem to take too long. Fortunately, the PA Deep In gives the offense a winter breeze in the face of intense heat.



No matter how intense the pressure may seem at times, the fact is that when the defense sends the blitz they leave open a passing lane. No wonder the quarterback can sit in the pocket looking unafraid of the blitzing linebacker. The running back will be open right behind the line of scrimmage.



The defense obviously prepares for the dump-off behind the line because they have one of their huge defensive tackles jumping in the air to swat down a potential pass to the back. The hot reads for this play are the running back and the tight end. Since the defense took the running back out of the equation the QB delivers a pass to the tight end.



Now we have a good matchup on the outside of the field with our tight end against the defense's outside linebacker. We have a definite 5-yard gain here and maybe more if our tight end gets by the closing defender. The bottom line is that even in the face of pressure we are completing high percentage passes and we still have the defense on their heels.

ACE BIG—HB STRETCH



When in the Ace Big formation we must take advantage of running the ball. There aren't too many solid running formations that don't tip the defense to the direction of the run. When in a balanced formation like the Ace Big, running the ball could prove to be a headache for any defense to deal with.



Stretch run plays have always been great to use because of the depth at which the quarterback hands the ball off. Instead of waiting to get the ball before reading the flow of the defense, a good running back will read the defense while the ball is still in the quarterback's hands.



Once the wideout comes down to seal the cornerback inside, the back turns to the outside as soon as he gets the ball. This isn't just because of the defensive end but also because of the way the


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receiver is blocking. If the receiver seals then we go outside; if he kicks out then we have to run inside.



After reading the blocks the back is able to turn down the sideline and race to the end zone. One of the most beautiful things in football is watching a long run develop and seeing a well-designed play turn into a touchdown. Read and follow the blocks of your receivers, and churning out long runs will be commonplace.

FLEXBONE OFFENSE

FLEXBONE CLOSE—FB DIVE



To establish the run game out of the Flexbone you must make the FB Dive a concern the defense must worry about on every single snap. No matter what front they are in, the success of the formation and plays we call depends on establishing this threat.



Whenever the defense is covering the center, we will benefit from using the line protection feature. Call for the offensive line to aggressively block so that the FB has a chance to get past the line of scrimmage before meeting up with a defender. No matter how stacked it may look, attack the heart of the defensive line.



All we need is a little push up front to get the fullback going. All of the linemen have set solid blocks at the point of contact, and now it's our back's job to trust the hole and pick up the needed yards.



Dominating the defense with the run is a mindset. Our initial goal is to come out and control the line of scrimmage. Our aggressive blocking combined with the power running style of our fullback gains us 4 yards on the play and starts the physical and mental abuse that we will dish out today.



FLEXBONE CLOSE—PA CORNER FLAT



Not only do we intend to attack the defense with the run from the Flexbone, but we will also do our best to keep our pre-snap motions identical so that they can't key on our play calls. The PA Corner Flat uses the same motion as the FB Dive and will help keep the defense off-balance.



The little things are often the most crucial components of a successful play. Not only is the ball fake to the FB important, but so is the way that the quarterback opens up to the back. The movement by the QB is also identical to his movement when running the FB Dive.



The play action fake between the QB and FB does a decent job at keeping the shallow defenders focused behind the line of scrimmage. The

quarterback has a clear passing lane to the split end running a deep post route. This shows us the importance of solid play calling and identical pre-snap movements.



The split end makes the catch underneath the zone being played by the middle linebacker. Not only do we have a speed mismatch here, but we also have the flanker receiver in the area, who can peel back and give us a needed block to spring our receiver to the end zone.

FLEXBONE CLOSE—TRIPLE OPTION



The offense needs to establish the FB Dive first when running the Flexbone because it makes the Triple Option that much more of a threat. Some players like to bring out the second or third progression in a play series before setting things up. After establishing the FB Dive we can now attack with the Triple Option.



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The first part of the Triple Option is the fake to the FB. If we have done a good enough job of establishing a solid inside run game with the FB Dive, then the defense will overplay the fake to the FB and leave open run lanes for our QB and HB.



When the defense overplays the FB Dive, that normally means the defensive end has committed to the inside run and can't help the defense keep our QB from getting to the edge. With no defensive end to help, the cornerback now has to decide whether to cover the QB or the pitch man.



He decides to cover the HB and allows the quarterback to turn downfield for an easy gain of 5 yards. Now the defense has to worry about the FB Dive, the QB Keeper, and the play action pass. All of these have given us solid gains, and each is successful because of our use of the FB Dive.

FLEXBONE CLOSE—PA SMASH



Now that we have established the foundation of our offensive scheme, we can start to add other plays to enhance our attack. With the FB Dive and the Triple Option fresh in the defense's mind, the PA Smash is a perfect play to follow up with. We are showing them that we have play action passes off of either wingback motion.



Making sure that the passing plays we call have a fullback play action fake in them may seem redundant, but it forces the defense to think about the dive on every play. As soon as they don't account for the FB Dive we will hand the ball off and punish them up the middle.



The defense does not forget about the dive; instead they overplay it and allow us to roll out with our quarterback. Pass routes are not always this

wide open, but when a solid game plan is in place, we get receivers running free in the secondary.



There is no real defensive threat to stop the quarterback from taking off to run. The coverage isn't doing much of a job guarding our receiver downfield either. The quarterback gets the ball downfield to the split end for a big gain down the sideline.

FLEXBONE CLOSE—FB LOAD OPTION STR



Not every team has a stud at fullback, but the Rambling Wreck of Georgia Tech has a true workhorse at this position in their backfield. The FB Load Option Str is a play that can get the fullback out in the open and allow him to showcase his ability. We want to attack the defense just like a boxer attacks his opponent: work the body and then go up top. This play is a kidney blow.



The defense has gotten used to seeing the FB Dive, but this time they have the quarterback, a wingback, and the fullback coming at them. The load option is the equivalent of the power sweep in this offense.



A key reason why this play can be so effective is how the wingback blocks. The wingback has come back to lay a bone-rattling block on the defensive end to prevent him from getting to the quarterback. This not only keeps the defensive end off the QB, it gives him a clean path around the corner.



The defensive end is still trying to gather his thoughts and get off the ground as our FB continues to rack up the yards. After running through the approaching defender, the back advances the ball to the 4 yard line before being pushed out of bounds.

FLEXBONE CLOSE—FB OPTION PASS STR





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To keep a solid flow to the offense and prevent the defense from adjusting to the new style of runs that we have just used, we will add the FB Option Pass Str. This play keeps them from figuring out our play calls and attacks them when they guess wrong.



Our FB has just finished churning out a huge gain on the defense. We come right back at the defense, giving them the same look so that they think we are running the same play. Our quarterback is coming down the line just as he would if he were running the load option.



Instead of continuing down the line, we drop the quarterback back into the pocket so that he can survey the field. The defense is in trouble because they obviously guessed run. They have seven defenders near the line of scrimmage and only three defenders playing man coverage on our downfield threats.



Sometimes it's just that easy. Many times you can beat your opponent for a score just by attacking in a different area from the same look. People tend to react to things they recognize even if it isn't exactly the same. That's why our receiver is in the end zone and the defense is trying to figure out who has the pitch man on the load option.

FLEXBONE CLOSE—PA WB POST



Throughout the course of this playbook everything has been driven off of the FB Dive. The PA WB Post is no different, but this time instead of coming off of a dominant run, we're coming off of a touchdown pass to our split end. We will use his presence in the secondary to open up other passing lanes.



How do you stay successful on offense? You treat your last play just like your first. We continue here making sure that the defense understands that even when they think it is a pass play, they had better respect the threat of the FB Dive.



Here is where we use the previous success of the split end against the defense. The receiver just ran a streak route for a touchdown. We follow this up with a hook route that will freeze the defender and make him concentrate solely on our split end. This leaves our wingback's post route open.



With all the space afforded to the wingback because of the attention being paid to the split end, we are able to get the ball to our target for a huge gain downfield. In this play we have taken advantage of both the threat of the FB Dive and also the big-play ability of our split end receiver.

FLEXBONE CLOSE—TR CNTR WK PASS



The final play of the Flexbone Close scheme is a play that can almost be run as a scheme by itself. The Tr Cntr Wk Pass has all the key aspects we need in it to be successful. The play has a fake to the FB that can be given to him if there is an opening. We can run it with the QB or drop back for a pass.



The fake to the FB is still very much a part of what we do from play to play. This time around we can let the fullback keep the ball by holding the Hike button. With a huge hole in front of him like this that wouldn't be a bad option.



Sometimes the best thing to do is to hand the ball off. Even when the defense has intense pressure the play call still gives us an opportunity for success. Both the left wingback and the flanker are running crossing routes. Whenever there is heat, two crisscrossing routes are sure to cool things down.



The wingback running to the right is the best pass option. He is pretty much wide open because the defense brought heat from the right side. We also have the majority of the routes in this play on the left side of the field. This is a nice 20-yard gain in the face of intense pressure.

SHOTGUN SPREAD OPTION OFFENSE

SHOTGUN WILD DOG SPREAD—MTN OPTION PASS



Our favorite play out of the Shotgun Wild Dog Spread has got to be the Motion Option Pass. Notice there is another play next to it called Motion WR Option. It's the same play, except there is no option to pass. That's why we prefer the Motion Option Pass over the Motion WR Option. The receiver most likely to be open if you decide to throw the ball is the tight end on the crossing route. This especially holds true if man coverage is called. The Shotgun Wild Dog Spread has the HB2 lined up in the slot. Notice he goes in automation. All the examples we are going to show in this breakdown except for one have this same automation built into the plays. Bear in mind that we have HB1 lined up at QB via the package system.



Once the HB1 has the ball in hands, we have the option to quickly hand it off to the HB2, who is sent in automation. If we decide not to hand it off to the HB2, we can run to the right. At this point we do one of three things.



One, we can keep the ball ourselves and look to pick up yardage on the ground. Two, we have the option to pitch the ball to the HB2 if we feel like we're about to be tackled.



Three, we also have the option to pass the ball.

SHOTGUN WILD DOG SPREAD—JET SWEEP



The Shotgun Wild Dog Spread—Jet Sweep has the HB2 going in automation to the right. He takes the handoff from HB1 and looks to follow the lead block by the fullback. To be honest, between this play and PA Jet Sweep we prefer the latter.



In the screen shot, HB1 hands the ball off to HB2. While this is going on, start looking to see if any holes are opening up. The quicker you know where to go with the ball, the better the chance of success you will have with this play. Also, watch to see if the defender lined up across from HB2 follows him while he is in automation. Watching his movement can tell you if man or zone coverage is called.



The Jet Sweep is designed to get the ball carrier on the perimeter, where he can use his speed to pick up yardage. Unfortunately, when playing at higher difficulty levels the blocks often don't hold up long enough to get to the outside.



This usually forces us to cut back inside and pick up what we can. In the screen shot, we cut back and pick up 7 yards before being tackled.

SHOTGUN WILD DOG SPREAD—PA JET SWEEP



Here is another play out of the Shotgun Wild Dog Spread that gives us the ability to run or pass the ball. The play's name is the PA Jet Sweep. It has the fullback leaking out in the flat to the left and HB2 leaking out into the flat to the right. If you have HB1 lined up at quarterback, this play works well since the routes are short and deep ball accuracy isn't required.



HB2 is sent in automation to the right. We have the option to quickly hand off to him and then look for an open hole inside or outside.



If we decide not to hand off to him, we can take off with HB1 and run the ball.



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We also can look to HB2 in the flat on the left. He is a very good option to throw to when man coverage is called. He makes such a good target because the defender covering him often gets too far behind to make any type of play. We can also look to throw to the FB in the flat on the right. The other pass option we may look to throw to is the tight end running the crossing route.

SHOTGUN WILD DOG SPREAD—POWER FK JET



The Shotgun Wild Dog Spread—Power Fk Jet is all about power running. This run play has the left guard pulling to the right as the lead blocker along with the fullback. HB2 is sent in automation. Even though his play is supposed to be a fake jet sweep, you have the option to hand the ball off to HB2.



Most players want HB1 to keep the ball. Keep in mind that we have used the HB1 package to sub him in at quarterback not only for this play, but for all of the plays we show for the Mississippi State Spread Option scheme. If you don't package in HB1 at quarterback, be sure to know what the QB's speed rating looks like. You don't want to have a slow quarterback trying to run the ball.



Once HB1 has the ball, look to follow the pulling left guard and fullback lead blocking. If something opens up wide, go for it. If the outside is locked down, cut inside and pick up what you can.



We found more room cutting back inside than to the outside. Now that's not to say there isn't running room to found outside, but if you play a team with a fast defense it will be much harder to beat the team to the corner.

SHOTGUN WILD DOG SPREAD—WRAP FK JET



The Shotgun Wild Dog Spread—Wrap Fk Jet looks like the Shotgun Wild Dog Spread—Power Fk Jet because of how HB2 goes into automotion.



Instead of the quarterback looking to run right behind the left guard and fullback, he goes to the left side behind the right tackle and fullback. As you can tell, the Power Fk Jet and Wrap Fk Jet work off of each other.



Keep in mind that you can still hand the ball to HB2 in motion if you want. But if you do, you won't find much running room since the play is designed to be run to the opposite side of the offensive line. If you decide to keep the ball, look to run behind the pulling right tackle and fullback. If you can break it to the outside for a big run, then go for it. If not, cut it back inside and pick up what you can.



Once you get past the line of scrimmage, press down the Sprint button to get down the field. Use the stiff arm or try a juke to pick up a few more yards. We manage to pick up 7 yards before finally being brought down by the free safety.

SHOTGUN WILD DOG SPREAD—SMASH



The Shotgun Wild Dog Spread—Smash has the two outside receivers running short curls, while the halfback and tight end both run corner routes. These two routes form the passing concept called Smash. The idea behind this concept is to read the low read first, in this case the outside receivers running short curls. If they are covered, then look to the high read, which is the corner routes run by the halfback and tight end. If none of them are open, look for the fullback running his check down curl route underneath. We have the quarterback lined up in the backfield for this play because he has better arm strength than the running back.



In the screen shot, notice that the pass coverage is Cover 3. The free safety rotates over towards the deep middle of the field. The outside receivers' short curl routes are covered by the defenders covering the flats.



Since they are covered, we look to go deep. When deciding on whom to throw deep to, we generally like to throw to the side where the safety rotates deep. In this case it's the free safety's side. When making the throw, make sure to lead the receiver towards the sideline.



The running back goes up and makes the catch for a 24-yard pickup.

SHOTGUN WILD DOG SPREAD—FOUR VERTICALS



For the Shotgun Wild Dog Spread—Four Verticals we like to have our quarterback lined up in the backfield because he has better arm strength than our running back. The four verticals passing concept sends four receivers deep. We like to hot route the outside receivers on fade routes because we feel we can get them open better than if they run streaks. This is especially true against Cover 3 defenses.



If Cover 2 zone coverage is called, the outside receivers will be jammed by the corners. This will slow them down as far as getting into their pass routes. Because of this, the safeties will go inside to cover the receivers running streaks down the seams of the field.



We see that the strong safety is playing too far inside, allowing the flanker get wide open down the deep right sideline. We throw him a bullet pass by leading towards the sideline.



We make the catch and go in for 6. Notice that the strong safety has no chance to break up the pass because he was playing too far inside when the pass was thrown.

SHOTGUN WILD DOG SPREAD—MTN WR OPTION



The Mtn WR Option uses the same automation that the Jet Sweep does. The difference between the two is that the quarterback doesn't hand the ball off to the player in motion. Instead he keeps the ball and runs outside behind the fullback. When you get him to the perimeter, you have the option to keep the ball or pitch it to the pitch man.



In the screen shot, you can see how the block-ing sets up. One of the most important blocks is the right tackle's attack on the left end. He must keep the end from getting outside of him. If the left end does get outside, chances are the quarterback won't be able to even get back to the line of scrimmage.



Once it looks like you are about to be tackled, look to pitch the ball to the pitch man. Be sure that no defenders are in between you and the pitchman. If a defender is between you and the pitchman, keep the ball and pick up what you can. If no defenders are between you and pitchman, go ahead and pitch the ball as we do in the screen shot.



Once the pitch is made, take control of the pitch man and use the Sprint button to pick up even more yardage.


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PRO STYLE OFFENSE

STRONG I TIGHT—INSIDE ZONE



You must lay down the groundwork in order to have a strong passing game later on. We will use zone blocking and an inside/outside progression with this scheme to set up the pass. Let's strap up and hit the field.

When we use this play we need to make our read off of the tackle. Zone running is so effective because it's based off of reads on the line. Once the linemen commit to their angle of attack, it makes it easy to hit the open area and get positive yards. You then allow your fullback to lead the way. If the defensive tackle takes an outside rush you then read the next lineman beside him (the other tackle). If he takes an outside rush you then cut the run inside of him. If he takes an inside rush, you hit the play-side hole.



The tackle is engaged outside so this allows you to hit the A gap.



You must stay with your blocks to get to the second level.



We got a nice gain right up the gut to keep the chains moving. You simply let the defense tell you where to go. Get in the lab (practice mode) and practice just reading the linemen and then hitting the right hole. As time goes on you will be able to run against any front. These reads will always keep your ground game running smoothly. Now we can go outside.

STRONG I TIGHT—STRETCH



This is a form of zone blocking similar to what we showed before. This is a nice play to mix with the Inside Zone. Now you have two zone rushing plays to go with the other basic big-on-big blocking plays in this set. To be successful with zone runs, you have to make the right reads. On this play, we need

to read the defensive end. When he takes an outside rushing angle, you take the ball inside and run it off tackle.



When the defensive end takes an inside rushing angle you take the ball outside and stay with your blocks downfield. The biggest thing to remember is to trust your read and then hit the hole. The defensive linemen this season fire off the snap and shed blocks pretty well. So you need to make your read and hit the hole. You can't afford to get any negative yards in this scheme. This play brings an outside zone attack that keys in on the defensive end on the play side.



The defensive end engages our blocker to the outside. So we will run this inside off tackle.



By making the right reads and staying with the blocks a big gain was made. You must always check

your read player when you run the ball. This can help you know whether to break outside or cut back to an open hole. Always stay with your blocks to increase your gains on the ground.

STRONG I TIGHT—POWER O



The Power O is another zone blocking play. This play allows you to take advantage of aggressive defensive players overplaying their lanes and selling out for the run. You are hoping that the pulling guard will trap a defender so you can get a good gain. If no one is in the area, he can then become a lead blocker. The key read for this running play is the defensive end. If he takes an outside rush, you should cut it inside. If the defensive end takes an inside rush you go outside.



You see here that you have plenty of men at the point of attack.



There are two good holes that you can hit. You can hit this run outside or break things back to the inside.



The defensive end played to the inside, so we followed our lead block to the outside of the formation.



The wideout made a nice downfield block to help the back gain more yards. This play is in your pre-set audibles, and is complemented by the PA Power O. After you break off long yards with the run, the defense will bite hard on the play action play.

STRONG I TIGHT—COUNTER WEAK



In this scheme we are looking to attack the other side of the field without having to hot route a run to that side. This play has the guard pulling as in the Power O. The purpose of pulling a guard is to borrow a blocker from one area and add him where he can be more useful. The Counter Weak takes full advantage of this tactic. Another benefit to remember is that the Strong I Tight can draw the defensive back in closer to the formation because it's a compressed set. When that happens the left side of the field will be wide open for a nice gain. The read is the defensive end.

row a blocker from one area and add him where he can be more useful. The Counter Weak takes full advantage of this tactic. Another benefit to remember is that the Strong I Tight can draw the defensive back in closer to the formation because it's a compressed set. When that happens the left side of the field will be wide open for a nice gain. The read is the defensive end.



You can see that the defensive back stayed outside. This helps us in this case because our extra man can help lead the back out of the backfield.



The defensive end took an inside rush. Our offensive line seals to form a wall so we can get outside.



This was a good gain downfield without being touched at all. When you read your blocks good things can happen for your running game. This play puts you in prime position to quick-snap your

opponents when they make a bunch of pre-snap adjustments to try to shut down your set.

STRONG I TIGHT—SPACING

Now that we have our running game rolling, we need to attack downfield with the pass.



This basic play sets up the other plays in our set. When you have a play you like to run that has automation, you need to pair it with other plays in the same set with similar automation. This makes it very hard for the defense to know what play is coming. The flanker will do the same route on both plays, but the other receivers have different assignments. This system of play calling serves to protect your tendencies.



This automation helps the fullback get open. The motioned wideout is open against zone or man.



There is a nice three-way flood on the right that works well against man and zone. If pressure comes, you can hit your fullback leaking into the flats.



Since there was a defender fronting my receiver we have to put the ball where only our man can get to it. If you do the same thing the same way all the time, your opponents will pick up on this and counter your favorite play. They overplay your call and shut you down. By using plays that look the same pre-snap but attack different areas of the field, you keep the defense honest.

STRONG I TIGHT—Z SPOT



This play meshes well with the Spacing play because it attacks different areas of the field. By now you should realize how important it is to pay close attention to details. When you combine your run with this passing attack, it will be very difficult for the defense to sit on one area of the field. If they have developed a defensive scheme to shut down your Spacing play, then you can easily get a man open with this one. With this set you always maintain a threat to run as well.

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This play looks like all the others, which will help you bait the player you are up against.



You have a three-way mesh again that allows you to get downfield.



You have taken advantage of the matchup with your TE for a nice gain. The fullback and tight end are great weapons, so please use them. Very few defenders account for the fullback. Note: When you use this scheme with running plays that don't have automotion, you can still make them look similar. Select the wideout and motion him the same way that the automotion would. Snap the ball with the same timing as the automotion plays. Now all of your plays look the same.

STRONG I TIGHT—PA POWER O



This play is in your pre-set right stick audibles. It meshes perfectly with the run play in your pre-set audibles—the Power O. Plan to give the defense a steady dose of the Power O until they have to scheme to stop it. Once that happens, you can go to the play action and crush them for a long gain. Let's take a look at the play on the field.



As you can see, this play sells the run very well. The wide receiver and tight end each have one-on-one coverage. There is also a three-level flood because the fullback leaks out.



The secondary dropped back, but the wideouts still get open downfield. The fullback holds the flat coverage in tight at the line of scrimmage.



The tight end makes an excellent catch with a defender on him. This is why using tight ends is so big now in football. Great pass-catching tight ends are hard to defend. Remember; no one is going to allow you to pound them all game long with the same play. Once you get a couple of good gains using the Power O, hit them with this one.

STRONG I TIGHT—494 F FLAT



This is a basic route combo that many people use with great success. This progression is one of the first you should master when you build your passing attack. You need plays that have 4–5 options that will be open against any coverage. You also need a play that provides you with hot reads to combat pressure. This play attacks all areas of the field. You're attacking the flats and the seam, and you also have two curls that are hard to defend. Against zone coverage, the seam route will push the secondary back. The flats routes will draw the short zone defenders away from the curl routes. If it's man coverage all of these routes will be open.



You can see this play opens up the field nicely. Look to the left of the screen; there is some pressure coming off the edge. Let's see how this play kills heat from the defense.



As you can see, the flat options are wide open and the curl on the left is open as well. The defenders are in poor position to defend anything.



When you read pressure, you must hit your hot reads or any uncovered receivers. If you fail to make the defense pay for bringing heavy blitzes, then you will get heat all game.

WEST COAST OFFENSE

STRONG I NORMAL—SLANTS



One of the staple pass routes of the West Coast Offense is the slant route. The Strong I Normal—Slants has the split end and flanker both running slants, while the tight end and halfback run flat routes to either side. The fullback stays in to pass block to the right side.



If man coverage is called, there is a chance that the defender covering the fullback will play QB Spy. This normally will be the middle linebacker. He does this because the fullback stays in to pass block. For example, if the defense calls 4–3 Normal—2 Man Under, the middle linebacker covers the fullback. In the screen shot you can see the middle linebacker spying the quarterback. We just wanted you to be aware of this because he may step in front of the pass and pick it off if the ball is thrown late into his passing lane.



We spot the flanker open and throw him a bullet pass as he gets inside position on the left cornerback. When making the pass, try leading the receiver—that way he can catch the ball on the run. If you can catch the ball against Cover 0, you may turn a short pass play into a big one.



We make the catch and pick up 7 yards before being brought down.

STRONG I NORMAL—F ANGLE



Another pass route that is often used in the West Coast Offense is the angle route run by the halfback or fullback. The Strong I Normal—F Angle has the fullback running the angle route. This route is effective against both man and zone coverage. If man coverage is called, the fullback will be open once he breaks over the short middle of the field. Watch out for linebackers or defensive linemen playing

hook zones or lingering in QB Spy. If no defenders are playing these two types of coverages, then the fullback will be open. If zone coverage is called, the fullback may be open before he breaks towards the middle of the field. If not, he will be open once he makes his cut because the defenders tend to play over the top of them. There are a few reasons why they wouldn't play over the top, such as if the defensive Game Plan feature is used or if the fullback is spotlighted. Most human players on defense won't spotlight the fullback unless you keep abusing them with him.



In the screen shot the fullback goes towards the sideline. Make the throw on time.



If he's not open right away, wait until he cuts back over the middle of the field and then throw him a bullet pass.



We make the catch for a 9-yard pickup.

STRONG I NORMAL—Z SPOT



This next play out of the Cal Strong I Normal is a great play to call against man and zone coverage. We feel that it works best against zone. The flanker runs the spot route. Notice he is sent in automation. That's the only downside of this play. If you run it more than a few times your opponent will know what is coming. That's why we suggest taking control of the flanker before the snap to make it look like you are putting him in motion. Before we run this play, we like to hot route the tight end on a curl route and then extend it. You will see why in the next few images.



Notice that the linebacker dropping back in a hook zone slides over to cover the tight end on the curl route. Because he does this, it leaves the spot route open for the flanker. Had we not hot routed the tight end on a curl, he would not hold the linebacker and therefore the linebacker would come up to cover the flanker.




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We spot the flanker open and throw him a bullet pass.



We make the catch and pick up 7 yards before being tackled. This is great play to run when you need a first down or are inside your opponent's 10 yard line.

STRONG I NORMAL— HB SLIP SCREEN



Halfback screen plays are the #1 way to burn your opponent if he or she likes to blitz. The Strong I Normal—HB Slip Screen is an example of the screen play we like to run that usually beats overly aggressive defenses. The way we set the play up is to hot route the flanker on a slant out, which will make sure the defender covering the flat will drop to cover him first. We then motion the fullback to the left. He now lines up on the weak side. We

hot route him to pass block to the left. Finally, we slide-protect to the right side. We do this because we want to try to keep the left end from following the halfback.



Once the ball is snapped, we sprint our quarterback back. Notice how the right tackle blocks the left end. Since we slide-protected to the right side of the offensive line, the right end (as you look at the screen) won't be blocked by the left tackle. That's why we motioned the fullback to the left—to block the right end.



With the screen set up, we throw a bullet pass to the halfback.



We make the catch and head down the field for a solid gain.

STRONG I NORMAL—FB DIVE



For years one of the simplest run plays in the game has also been one of the most effective. The play's name is the FB Dive. It's so effective because the fullback gets the ball in his hands quickly and then goes through holes without much hesitation. That's why so many top players run this play. Even though it doesn't pick up huge chunks of yardage, what it does do is keep the chains moving.



Most players control the receiver on the tight end side and motion him inside. If zone coverage is called, they snap the ball when the receiver gets in the gap where the fullback is running the ball. Some even get creative and come out in a goal line formation and then audible to the Strong I Normal—FB Dive. This puts a tight end at the receiver spot. He's a much stronger run blocker.



The really is no secret to it once the ball is snapped. Look at the hole between the center and right guard. Follow your blocks and pick up positive yardage.



As you are about to be tackled, cover the ball up, use the highlight stick, or use the stiff arm to pick up extra yardage.

STRONG I NORMAL—PA FB FAKE



The Strong I Normal—FB Dive and PA FB Fake are linked together, making for a strong 1–2 run-pass combo. The flanker running the streak route is the play's primary receiver. If you run the FB Dive successfully enough, you may find your flanker open deep. The halfback running the flat route is the receiver you usually will find open if man coverage is called. The tight end on the corner route is another solid option. Finally, the split end running the backside deep post is a good option to throw to if Cover 2 zone coverage is called.



When running this play, look to throw to the flanker running the go route assuming you don't send him in motion. If he is not open, look for the halfback in the flat if man coverage is called. If he is not open, look for the tight end or split end.



In the screen shot we see that the halfback has a few steps on the linebacker in coverage. We throw him a bullet pass as he breaks towards the right flat.



We make the catch and head down the field for a 9-yard gain. As you can tell, this is a very effective play action pass play that should be run a few times per game even if you don't run the FB Dive.

STRONG I NORMAL—POWER O



We just showed a run-pass combo out of the Strong I Normal. Now we want to show another two plays that work off of each other the same way. The run play we want to show is the Strong I Normal—

Power O. Instead of running inside with the fullback, we call this play to run outside with the halfback.



The left guard pulls to the right side to become a lead blocker along with the fullback. If an inside hole opens up, go ahead and burst through it. If not, look to run outside where there may be some running room.



As is the key to any run play, be patient and look for the holes to open. Don't get in a hurry and use the Sprint button too early.



If the flanker is able to hold his block long enough, there will be running room to the outside for yardage. If not, cut back inside and pick up what yards you can.

STRONG I NORMAL—PA POWER O



The Strong I Normal—Power O and PA Power O are linked together. If you get the Power O play going, there is a good chance for a big play to the streaking flanker down the right sideline. Even if you don't get the Power O going, the PA Power is still an effective play action play with the fullback leaking into the flat or the tight end running the corner route. Also, the split end running the crossing route shouldn't be overlooked as a potential receiver to throw to against man coverage.



The play starts with the quarterback play-faking to the halfback. Watch closely as sometimes the defender covering the fullback will bite on the play fake and get blocked by an offensive lineman. If this happens, the fullback will be left wide open in the flat.



After the quarterback goes through the play action fake, he rolls out to the right. At this time, take control of him and start looking for an open receiver. Look for the flanker running the streak. If the home run ball is there, throw it. If not, look for one of the other three receivers to get open.



We spot the tight end opening up as he breaks to the corner. We throw him a bullet pass for a 22-yard pickup.

TEXAS TECH AIR RAID OFFENSE

SHOTGUN SPREAD FLEX—Y CROSS FLOOD



The first of two staple plays in the Texas Tech Air Raid Offense is the Shotgun Spread Flex—Y Cross Flood. This play has the slot receiver running a crossing route from right to left. He is the play's primary receiver. The other pass route that is important is the option route run by the slot receiver on the left. The type of pass coverage called will determine if he breaks in or out.


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If man coverage is called, the slot receiver running the crossing route will be open at some point. Normally about halfway through his route you will see him gaining separation, if not before that.



Notice the slot receiver has about 4 yards on his man. Once we see him open, we throw a bullet pass his way.



We make the catch and have room to run for a nice pickup. If for some reason he is not open, look to throw to the flanker running a deep post or dump the ball off to the running back in the flat.

SHOTGUN SPREAD FLEX—Y STICK



The second of the two staple plays in the Texas Tech Air Raid Offense is the Shotgun Spread Flex—Y Stick. This play attacks zone coverage better than man coverage. Notice that on the right side, there is a flood concept between the flanker, the slot receiver, and the running back. The two receivers we initially look to throw to are the slot receiver running the stick route and the running back running the flat route.



If we see that a defender is covering the flat, we look to throw to the slot running the stick route. If no defenders cover the flat, then we would throw to the running back. This makes for a very simple read, because for the most part one of them will be open against pretty much any zone coverage in the game.



The flat is covered, so we look to the slot receiver once he turns around. Keep in mind that there may be a defender near him, but normally the defender will play behind and not in front of him. We throw a hard bullet pass towards the slot receiver.



Even though this doesn't seem like much as far as picking up yards, it's how the Texas Tech Air Raid Offense is run. You'll see quick, high percentage passes with an occasional deep ball. We make the catch for a 7-yard pickup.

SHOTGUN SPREAD FLEX—RB SLIP SCREEN



The RB Slip Screen is a low-risk pass play that often picks up large chunks of yardage. With three offensive linemen pulling outside to set up the screen, it forces the defense to call plays specifically to defend it. One of the ways we like to run it against zone coverage is to hot route the right slot receiver on a slant out. If any defenders are covering the flat to that side of the field, he will drop back in coverage to cover the slant out. This puts him farther away from the running back once the pass has been thrown to him. We also like to use slide protection to the left. We do this so that the left end will have a free release after the quarterback. Keep

in mind, he may not always rush the quarterback; instead he may go out to cover the running back. Two other pre-snap adjustments we make are to send the flanker (lined up out wide on the right) on a streak and to hot route the slot receiver on the left to pass block.



Once the ball is snapped, we roll our quarterback away from where the screen is being set up.



Once we see that the blocking is set up, we throw to the running back.



Once the catch is made, we follow the blocking and pick up positive yardage down the field.

SHOTGUN SPREAD FLEX—CURL FLATS



The Curl Flats route combination is very effective against most zone coverages in the game. Basically all you are looking at is a high-low read between the receivers running curls and the receivers running flat routes. Another route that often is open against both man and coverage is the running back running the circle route.



The easiest way to run this play is to pick one side of the field. In this case, we look to the right side. If no defenders cover the flats, we look to throw to the slot receiver. If a defender covers the flat, then we look to the outside receiver running the curl route. If neither is open, we look to the running back running the circle route.



We throw to the running back as he breaks over the middle of the field on the circle route. When making this throw you want to watch the drop of the linebackers. In most cases they will drop deeper than the running back running his circle route unless tight zone coverage is called. Watch for defensive linemen playing QB Spy. If your opponent is smart, he or she can set you up.



We make the catch and head down the field for a 12-yard pickup.

SHOTGUN SPREAD FLEX—INSIDE CROSS



If your opponents like to play primarily man coverage, the Shotgun Spread Flex—Inside Cross is a good pass play to call to beat them. This play has the slot receiver on the left and the running back crossing each other about 3 yards past the line of scrimmage. When they cross each other they will create a natural pick. This often leaves one if not both of them open.



The running back runs through the line of scrimmage and then goes towards the sideline. He will run his route underneath the slot receiver, who is running his drag route from left to right.



Look to see which one of them gets separation from his man. As we already pointed out, at least one of them will be open. We decide to go ahead and throw to the running back out in the left flat area. Notice that the linebacker covering him is about 6 yards behind.



This gives us plenty of room once the catch is made to turn a short pass into a big gain. On the outside, both receivers run deeper routes. The receiver lined up on the right runs a deep post. If the coverage dictates throwing in his direction, look to throw to him once he breaks towards the post.

SHOTGUN SPREAD FLEX—SLANTS



Another short passing play that needs to be included from the Texas Tech Air Raid scheme is the Shotgun Spread Flex—Slants. Both outside receivers run quick slants, while the two slot receivers run flat routes.



The reads are very simple to make. Before the snap try to get an idea of which side you plan on throwing to based on what the coverage looks like. Once you have an idea of which side you want to throw to, watch to see if a defender covers the flat or not. If no one does, then look to throw to the slot receiver. If a defender does cover the flat, then look to throw to the receiver running the slant route.



When making the throw you should see a window open up between the defender covering the


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flat and the defender playing a hook zone. There will be times when you may not see this window because of the pass coverage. If you see that there is no open window, don't force the pass; instead wait to see if the receiver gets open farther in his route. You might have to look at a second option. If no receivers get open, take off with your QB to pick up what yardage you can.



The catch is made by the split end for a 7-yard gain.

SHOTGUN SPREAD FLEX—FOUR VERTICALS



Although a lot of pass plays in the Texas Tech Air Raid Offense are designed for quick short passes, there are times when you will want to throw deep. The Shotgun Spread Flex—Four Verticals is the perfect play call to keep the defense honest. Sending four receivers deep on streaks stretches the secondary out vertically. The way we like to run it is to hot route the outside receivers on fade routes.



Once the ball is snapped, we look to see what the safeties do. If they split out wide, we know it's Cover 2. If one rotates towards the deep middle, we know it's Cover 3. Against Cover 3, we throw to the opposite side of the safety's deep rotation. For instance, if the free safety rotates to the middle of the field this tells us to throw to the right side because the strong safety comes up and plays a hook zone.



When making the throw to the flanker, who is running the fade route down the right sideline, we want to throw a hard bullet pass and push the stick right. This lessens the chance that the cornerback will be able to pick the pass off.



We make the catch down the deep right sideline for a 23-yard pickup.

SHOTGUN SPREAD FLEX—HB SWEEP



For the most part the Texas Tech Air Raid style is all about passing the ball, but there are times when you will want to throw in a few runs. The Shotgun Spread Flex—HB Sweep is one of the run plays you should use to prevent the defense from always sitting on the pass. Spreading the defense out helps open running lanes between the tackles. It's not as exciting as running the option, but it gets the job done.



The right guard pulls to the left and becomes the lead blocker for the running back. Look to go outside if there is some daylight. In most cases you will find that cutting back inside is where most of the positive yardage will be found.



When running this play don't use the Sprint button initially. Instead, be patient and wait for the holes to open up. Once you see an open hole, then it's time to use the Sprint button to explode through the hole. Too many players like to press the Sprint button as soon as they get the ball. Don't be one of those players.



Once through the hole, use the stiff arm to break some tackles and pick up more positive yardage.

PISTOL OFFENSE

PISTOL TRIPS—HB DIVE



You can see right off the bat why this is such a great set. You immediately force the defense to respect your passing game by coming out in the Pistol. The big difference is that you are able to get a good power run game going. So in essence, you have the ability to both run and pass from what appears to be a passing only set. We are a big fan of the trips setup because the third receiver usually pulls a defender over to his side. If the other team doesn't move a man out to cover him, we hit them with a quick pass. In this case they did make the adjustment. Let's take a look at the play.



The offensive line can open up better rushing lanes with fewer men in the box. The golden rule in running the Pistol is that when you have the right numbers, you run. If you don't, you pass. Just do a head count prior to the hike.



The same rules apply to this play as to most of the other run plays we have looked at. You read the tackle and adjust your attack based on his rush.



As long as you get a positive gain this play will help you set up your passing attack. You will also be able to pull off a play action pass down the road.

PISTOL TRIPS—HB COUNTER



The counter allows you to get more men at the point of attack with pulling a guard. The counter also goes well with any running play up the gut against an aggressive defense. In this case, the guard can be used as more of a trapping block than a lead block. Being in a mini shotgun set allows you to get the best of both worlds. You will see better running lanes since you're coming out deeper in the backfield. The HB Counter isn't a play that you can run every other down. It's a nice call here and there to keep the defense on their toes.



We have a nice seal with the pulling guard as our lead block. We make our read off of the defensive end.



Stay with your blockers and get to the second level of defenders.



The counter allows you to get outside with little effort. In every set you want to have a running play that allows you to get to the edge. This play allows you to do that yet still work the inside via cutback.

PISTOL TRIPS—HB SLAM



The slam used to be one of the best running plays in the game. The running play has changed a bit, but with motion it can still be a very effective weapon. When you're in a trips set you can use your receivers to help chip the defensive linemen or lead block for you. What you have to do is practice different snap points with your motion to see which point gives you the best results. When you use this play the reads are the defensive tackle and the defensive end. You can cut this run outside when the inside breaks down. Let's take a look at the play on the field.



Since no one is in front of SL2 we motion him towards the edge. We have to get a block here as we want to kick this play to the outside. Read the tackle as soon as you snap the ball. If the middle is closed off you can bounce it outside.



The middle was closed off, but because we used a motion blocker we can now get outside with plenty of downfield blocking.



Since we have two wideouts outside of the formation we can have help downfield.

PISTOL TRIPS—POWER OPTION



The Power Option gives us yet another compelling reason to run the Pistol set. Most people who use the Pistol look to run option plays or zone blocking schemes. Since the quarterback is closer to the line of scrimmage we can get into our option with fewer


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problems than being right under center. This extra space also enables us to read the defensive line better. The defensive end is the key read for this play. Just as with the slam, we will use motion with our option to borrow an extra blocker on the play side. We are also now creating a tendency that we can use to fool the defense. Later on, we can use the same motion when we pass to bait our opponent. These three plays will protect our scheme and enable us to run what we want, when we want.



Here is SL2 after he has been started in motion. We will hike the ball when he gets to this area to help with a chip or lead block.



We got the seal and have a lead block for our option. Little adjustments like this help your rushing attack a great deal.



Once we suck the defenders in we have an open

pitching lane to our back. In *NCAA Football 10* it's always the small changes like motion that can make the difference between a so-so gain and a game-breaking play.

PISTOL TRIPS—MIDDLE SLANT



This play is strong because it provides you with a four-way mesh to the left of the field. This gives you an offensive overload. A passing overload is when you have a group of people running routes in the same area of the field. When you use compressed sets or bunched sets it makes it very easy to flood the field.



You have the back as a hot read, and the other wideouts are spreading the field out. You have routes that can beat all coverages.



We have great pass protection and can make short, middle, or deep reads.



Since you had time, the deep slant was a great choice here. Another key to this play is that the running back has a route coming out to the same side as the wide receivers. Not many plays have this feature, which makes this is a special play that can kill zone and man press coverage. The back can't get pressed because he is in the backfield. Plus you will find that it's harder for the man in coverage on the back. He has a difficult time getting through the other three receivers to cover the back. This route combo also causes picks and rubs for the offensive players. Just like in basketball, the picks allow other players to get free and can cause problems with switching for the defenders.

PISTOL TRIPS—TE CORNER



This is a play that has been in service for a long time. We have another four-way mesh, but this time the back is going to the right. We have seen this route combo in other sets, but not the Pistol Trips before. If you have a talented TE you can really shred the defense. He will cause a matchup problem for any defensive back or linebacker. Two other routes (the post and corner) are very difficult to use when played together. Your opponents will have to pick their poison and hope that they are sitting on the right route. No matter what, one

of these routes will come open. Read the safeties and throw the pass to the opposite side that they shade in coverage.



Again you have excellent pass protection with routes that can beat most coverages. You also have two hot reads with the slot doing a drag and the back working the flats.



It's very hard to defend the post route and the corner route at the same time. You read the safety and hit the open guy.



A very nice catch and gain from making the proper reads downfield.

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PISTOL TRIPS—PA DEEP IN



The biggest advantage you have when you use trips sets is that you have an overload to one side. This forces the defense to cover your receiving options. Since we have a solid rushing attack with our set, we can take advantage of this by using play action. This play gives you deep, middle, and short passing options. The zig route is hard to defend when you have a speedy wideout in that spot. Trips sets help with your progression also because you only have to read one side of the field. Once you get your progressions down you will be able to scan quickly from left to right. This play allows all of the routes to stay in your line of sight.



We sucked in the line with our run fake. Now we have time to read short to deep.



You see that the zig route is open because you're applying pressure deep with your three options. The seam is open so we will take our shot there.



Big players do big things when it counts. Our receiver makes a great catch for yet another solid gain. Now you can go back to pounding the rock because the defense won't be able to commit too aggressively to the run for fear of being burned by play action.

PISTOL TRIPS—INSIDE SWITCH



This play has a wonderful meshing of routes. In the Middle Slant play, the back flares to the left side of

the field. In this play he releases to the right. This play has three hot reads, a middle option, and two deep reads. Again, the corner and post routes are difficult to contain at the same time. If for some reason one of them is not open, you are sure to find one of the other three routes getting free. You should have good pass protection in this scheme as well. We ran the ball well, then used play action. Now we expand on the scheme by attacking another area of the field.



The free safety is sitting in the middle.



Now he's leaning to the right. Hit the post route.



Just making this simple read enables you to throw safely down the field. The main read is always the safeties with this play. They will tell you if you can hit the corner or the post route. If you feel pressure from the defense, then you have the slant curl to the middle and the HB/SL2 working the flats. Hit the uncovered receiver and force the defense to account for every potential weapon that you have on the field. This prevents the defense from being able to double-team any one man.



Defensive Schemes

Most college defenses utilize one of four different personnel groups as their base defensive package. The main standby, of course, is the 4-3, with four linemen and three linebackers. A few teams run a 3-4 scheme, with a nose tackle and four linebackers. This versatile scheme allows you to attack the offense from many different angles.

With the growth of Shotgun Spread offenses in college football, two other personnel packages have come

to the forefront in order to get a quicker group of players on the field. The 4-2-5 and 3-3-5 allow the defense to get more speed on the field to counter the multiple wide receiver sets that so many teams are running on offense. In this chapter, we take you through a series of plays for each of these base defenses. In addition, we give you some really strong plays out of the Dime 3-2-6 that you can use to defend four- and five-wide sets.



INTRODUCTION

In this chapter we look at several schemes from five different defensive formations that we feel are some of the more popular defenses in the game. In each defensive scheme, we show a man blitz, a zone blitz, a run stopper, and one pass coverage defense. Hopefully these schemes will provide a basis for making your defense hard to move the ball on.

4–3 DEFENSE



The basic 4–3 defense is strong against the inside running game and gives you a good pass rush from your four down linemen. There are three linebackers. The right outside linebacker (Will) is generally the team's fastest linebacker. He should be able to blitz from his side and put heat on the QB. The middle linebacker (Mike) is normally the defensive team's quarterback. He has to roam the field from hash to hash and cover the pass over the middle. The left outside linebacker often covers the tight end, blitzes, or covers any of the short zones to that side. There are four defensive backs on the field when running the 4–3 scheme. The primary responsibilities for the corners are to play man or zone coverage. The safeties play man or zone coverage. The strong safety is also asked at times to play up near the line of scrimmage to help defend the run.

3–4 DEFENSE



The 3–4 defense has three defensive linemen, four linebackers, and four defensive backs. The 3–4 is a wise choice if you have a better group of linebackers than defensive linemen. Having four linebackers gives you more speed on the field. The three defensive linemen work to keep the offensive linemen off the linebackers so they can make the plays. The strength of the 3–4 is in stopping the outside run. You also get good coverage on short passes with the extra linebacker. The weakness of the 3–4 is that it struggles against the inside run, and you will not get a lot of pressure from your defensive line. By using creative blitzes from your linebackers, you can get pressure on the QB from both the inside and the outside.

3–3–5 DEFENSE



One of the more popular defenses you will see if you play online is the 3–3–5. There are three down linemen, three linebackers, and five defensive backs. It has a unique combination of an eight-man front and a standard 3–4 defense. With so many players running the spread offense, it does a good job at countering all the speed that the offense puts in the field. There are several 3–3–5 defenses you

can use to show different looks to the offense. One of these formations is the 3–3–5 Stack. Putting both safeties down in the box gives you an eight-man front, making it a lot harder for the offense to run the ball.

4–2–5 DEFENSE



Another popular defense is the 4–2–5. It works well for coverage while still providing a four-man rush. The defense consists of four down linemen, two linebackers, two cornerbacks, one free safety, and two strong safeties. Much like the 3–3–5, with the 4–2–5 you are trying to get speed on the field to combat the spread offense. You have eight men in the box to stop the run and five defensive backs on the field to cover the pass. Blitzes can be brought from many different angles with man, zone, or combo coverages in the secondary.

DIME 3–2–6 DEFENSE



The Dime 3–2–6 is the best of the two Dime defenses in the game if you ask us. With this set at least one linebacker will stay in the box, whereas in the Dime Normal the lone linebacker may shift outside, leaving the middle unprotected against the run. Throw in the fact that the Dime 3–2–6

has more elaborate blitz schemes than the Dime Normal and you have another compelling reason to use this set. The Dime 3–2–6 has three defensive linemen, two linebackers, and six defensive backs. Obviously, its main use is to stop the pass, but with two linebackers on the field, it is adequate against the run.

3–4 SCHEME

3–4 EVEN—MLB CROSS FIRE



The 3–4 Even—MLB Cross Fire by default has the two inside linebackers blitzing. The right inside linebacker shoots through the A gap between the center and left guard. The left inside linebacker crosses over the top of the right inside linebacker and looks to shoot between the left guard and left tackle. The two safeties play two-deep coverage, while five defenders play man coverage underneath. We are going to change things up a bit. Instead of having two-deep coverage, we are going to set up our defense with a safety playing deep, while the other one rushes the quarterback. Notice in the screen shot that we have hot routed the free safety to blitz and moved him down near the line of scrimmage next to the right outside linebacker. We have shaded the strong safety's deep pass coverage to the inside.


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Once the ball is snapped, the left guard blocks the right inside linebacker.



The left outside linebacker loops around the right outside linebacker. The center slides over to block him, but nobody blocks the free safety.



The result is a sack because the quarterback can't find any receivers open deep. If you have a fast free safety, this blitz is very effective at getting pressure on the quarterback from the outside. On occasion, the center may not block the left inside linebacker, allowing him to get pressure as well.

3-4 EVEN—STRIKE SPY 2



This is a popular zone blitz defense often used to combat players who like to roll their quarterbacks out. We are going to modify the defense somewhat because we feel we can make it just a bit better. First off, we want to crash the defensive line out. The right end pass rushes to the outside on the left side, while the nose tackle and left end pass rush to the outside on the right side. The other pre-snap adjustment we make is to hot route both outside linebackers to blitz. Keep in mind that they were already blitzing to begin with. Now they blitz straight down, rather than at an angle. We also move them farther outside. This allows them to get a better angle at the quarterback and lessens the chance of them being blocked.



In the screen shot, you can see the outside linebackers get pressure on the quarterback. The offensive tackles block the defensive ends.



With the tackles occupied, it leaves the guards to block the outside linebackers. The right guard has to block the nose tackle, so he is not a factor. The left guard isn't fast enough to block the right outside linebacker.



The result is that both linebackers get in quickly and sack the quarterback.

3-4 EVEN—MLB CROSS FIRE 3



The 3-4 Even—MLB Cross Fire 3 works in similar fashion to the 3-4 Even—MLB Cross Fire as far as what the inside linebackers do. Of course the difference between the two is that one is man coverage and the other is zone coverage. There are three defenders playing hook zones and three defenders playing three-deep coverage. We have already shown you how to set up the MLB Cross Fire to get pressure on the quarterback. Now we

show you how to set up the MLB Cross Fire 3 to stop the inside run. The only pre-snap adjustment we make is to hot route the strong safety to blitz and move him down in the box so that his blitz angle shoots between the right guard and right tackle.



Once the ball is snapped, the right guard blocks the strong safety. The left guard blocks the right inside linebacker.



This allows the left inside linebacker to shoot through the A gap without being blocked.



The ball carrier has no chance to get going and is brought down for a loss. If a pass play is called, look for the strong safety or left inside linebacker to apply the pressure on the quarterback.

3-4 EVEN—DROP ZONE



The 3-4 Even—Drop Zone does a very good job of defending some of the more popular pass routes in the game. Both the outside linebackers drop back in buzz zones. The two inside linebackers drop back in hook zones. The two cornerbacks and safeties drop back in four-deep coverage. With all this pass coverage, the pass rush comes only from the three defensive linemen.



In the screen shot, you can see how the pass coverage shapes up. The only area of the field that is not covered is the flats. Even if a receiver runs a route in the flats the outside linebacker covering that area will converge on him rather quickly to minimize the gain.



One of the pass routes the 3-4 Even—Drop Zone does a good job of defending is the corner

route. With the outside linebackers playing buzz zones and the outside cornerbacks playing near the sidelines in their quarters coverage, they are in good position to defend corner routes.



The pass is thrown to the flanker as he breaks towards the corner. The left outside linebacker drops back quickly and is able to pick off the pass. If you want to add more coverage to this defense, try hot routing the defensive ends into flat coverage. This makes it very hard to complete a pass.

4-3 SCHEME

4-3 UNDER—EDGE STING



The 4-3 Under—Edge Sting sends six defenders after the quarterback. The remaining five defenders play man coverage. There are no safeties playing deep coverage, making this a Cover 0 defense. The right outside linebacker is lined up behind the weak-side defensive tackle. His blitz assignment has him blitzing between the center and guard. The left outside linebacker is lined up outside of the right tackle. If there is a tight end on the field, the LOLB lines up across from him. His blitz angle has him rushing the quarterback from the outside. We like to enhance the 4-3 Under—Edge Sting by re-blitzing

the weak-side defensive tackle. The only pre-snap adjustment we may make is to take control of the right outside linebacker and move him to make sure he stays behind the weak-side defensive tackle.



We wanted to show this blitz because of how the right outside linebacker rushes the quarterback. Instead of rushing the quarterback as soon as the ball is snapped, he delays his blitz for a second.



With all the offensive linemen committed to blocking other pass rushers, the right outside linebacker has a clear path to the quarterback.



The quarterback doesn't have time to find the open receiver and the result is a sack.

4-3 UNDER—STR SNAKE 3 DEEP



A zone blitz concept we want to show out of the 4-3 Under is the Str Snake 3 Deep. This zone blitz sends the strong safety on a blitz along with the middle linebacker for a total of four pass rushers. The right end plays QB Contain, so we don't consider him a pass rusher. The right end drops back in a buzz zone, while the right and left outside linebackers drop in hook zones. The free safety and right and left cornerbacks play three-deep coverage. The way we like to set this defense up is to hot route the left end to pass rush. We also move the strong safety down in the box by using the fake blitz coverage audible. We also want to take control of the right end before the snap. You will see why once the ball is snapped.



As soon as the ball is snapped, we let the CPU control the right end so that he drops back. We want him to take only one step backwards and then we take control of him.


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We then rush him around the left tackle, who is blocking the weak-side defensive tackle. This gives us a clean shot at the quarterback.



We can either continue after the quarterback and go for a sack, or we can drop the right end back in coverage.

4-3 UNDER—SAFETY BLITZ



A good inside run defense to call out of the 4-3 Under is the Safety Blitz. Not only does it shut down the inside run, it also gets quick pressure on the quarterback if a pass play is called. Six defenders are run blitzing. Four defenders play man coverage, while the middle linebacker drops back in a hook zone. This leaves one eligible receiver uncovered. Be aware of this when calling this defense. That's why it's best to call it against base or big per-

sonnel groupings. We like to re-blitz both safeties and bring them down in the box. We have a free safety lined up between the center and left guard. His blitz angle shoots through the A gap between those two offensive linemen. We place the strong safety between the center and right guard. His blitz angle shoots through the A gap between those two offensive linemen.



With both defenders shooting through the A gaps, there is not going to be much room to run the ball inside.



The fullback blocks the strong safety, but the free safety is left unblocked.



He is able to get to the ball carrier and make the tackle before he even gets to the line of scrimmage.

4-3 UNDER—OVER 3 STRONG



The 4-3 Under—Over 3 Strong is a Cover 3 cloud coverage type. The left cornerback covers the right flat. The right cornerback, free safety, and strong safety play three-deep coverage. The right outside linebacker drops back in a buzz zone, while the middle and left outside linebackers play hook zones. This defense does a good job of defending the quick slant pass to the receiver on the left cornerback's side.



We say this because the left cornerback will jam the receiver at the line of scrimmage. This slows down the receiver's release and disrupts the timing he has with the quarterback.



Once the receiver gets going, he now has to find a void between the two linebackers dropping back in hook zones. This makes it very hard for the quar-

terback to locate a throwing lane to pass to the receiver. In the screen shot, notice how the left outside linebacker is in position to defend the quick slant to the flanker.



As the ball is coming towards the flanker, the left outside linebacker steps in front of the pass and swats the ball down to the ground for an incomplete pass. When calling this defense, try having the left cornerback play the far side of the field. Most players won't throw to the flats on the near side because there is not much room to run after the catch.

3-3-5 SCHEME

3-3-5 BEAR—FIRE GREEN



Passing has become so much a part of today's game that hybrid defenses have come to the forefront as well. The 3-3-5 is not as exotic as the Quarter, the 1-5-5, or even the 2-4-5, but it is a common method to contain all of the spread and wildcat offenses that are starting to dominate across the country. We take a look at an uncommon way to defend the spread from the 3-3-5 Bear set.



The best way to get pressure on the offense when running the 3-3-5 Bear—Fire Green is to attack it with a line stunt. All we need to do to make this work is to place the middle linebacker in the right A gap so that he can prevent the center from stepping to the nose tackle and altering his stunt angle.



Many of the offenses that you will come across are prepared for pressure coming from the A gap. They expect to see overloads with the linebacker to get free shots into the offensive backfield. The stunt by the nose tackle is a delayed rush that makes the quarterback think he has a solid pocket when he really doesn't.



When the quarterback recognizes the nose tackle coming through the line it is too late for him to make an adjustment. Often these scenarios result in big hits that make the quarterback fumble the ball and give possession back to our offense.

3-3-5 BEAR—STORM RED



The alignment of the 3-3-5 Bear welcomes the offense to throw the ball. This is a pre-snap read that we don't mind showing the offense, especially when we have a zone blitz dialed up. The aggressive look of our defensive alignment combined with the mix of zones and blitzing defenders should stall the offense long enough for us to get to the quarterback.



As the quarterback takes the snap and drops back into the pocket we can already see the stress that the zone blitz is going to put on the offense. Our outside linebacker is taking a rush angle up the field to pull the tackle wide before dropping back into coverage. This allows the defensive back that is assigned to blitz to take a more direct blitz angle inside to the QB.



When the quarterback reaches his drop he has threats from both sides coming at him. He can't step up to make a throw because of the push up front, and if he tries to roll out to either side he risks losing more yards as he runs away.



Instead, the quarterback stands there like a deer in headlights and takes the hit by the middle linebacker. There is no better feeling on defense than knowing the offense sees something it thinks it can exploit and then finds out that there is nothing there.

3-3-5 BEAR—COVER 3 ZONE



Suffocating pass defense and the 3-3-5 Bear are not normally mentioned in the same sentence, but the Cover 3 Zone in this formation is a pass defense that makes going down the field a questionable decision. The one thing that we like with this defense is that it usually lets us deliver crushing hits on the receivers.



Good pass coverage flexes and bends according to how the offense moves around the field. As the offense tries to stretch our zone to find open areas, our defenders are dropping back perfectly into their zones. There are no open areas for the quarterback to focus in on at this time.



When a quarterback can't read the coverage or find a void in the coverage he starts to stare down his primary receiver. Our cornerback sees the quarterback looking over to his side for a little too long and prepares for a pass coming his way.



If the quarterback is going to make it easy on us to play pass coverage, then by all means we will make the most of it. His excessive time staring down his receiver allows us to get in position to make a crushing hit on the receiver as he attempts to make the catch. Not only does the receiver drop


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the ball, but he gets a head-first meeting with the turf as he hits the ground.

3-3-5 BEAR—MIDDLE PLUG



No defense is complete if it can't slow down or stop the run. This is even more important when running the 3-3-5 because many offenses feel they can power run on a three-man line all day long. The Middle Plug is our answer for any run that the offense wants to try against us.



This play call is successful because of how the middle linebacker and the defensive back charge in to make a play behind the line of scrimmage. Even if they can't make the play, if you control the free safety then you can sit behind the middle linebacker and strafe to make the cleanup tackle.



Many times you won't even have to worry about

that because of how fast the defensive back gets into the backfield. The best way to attack a running game is to meet it behind the line of scrimmage. There aren't too many backs, even at the pro level, who can make it out of the backfield when they feel pressure as they take the handoff.



The running back puts up a notable effort as he tries to get back to the line of scrimmage, but the defense isn't having it. Not only does the defensive back get into the backfield, but he brings three more teammates with him to drive home the point. There will be no easy yards gained on this defense.

4-2-5 SCHEME

4-2-5 NORMAL—MIDDLE BLITZ



Some call the 4-2-5 defense the Nickel defense but it isn't. This defense is an every down package that can handle both the run and pass. The first thing we like to do when running this defense is attack the offense with speed and control the A gaps.



Our blitz setup for this play call is quick and simple. The only thing that needs to be done is to pinch the linebackers. This overloads the offense's A gap by sending four defenders at three linemen. Pure math tells you that the offense can't block four defenders with three men, so someone will get free.



As soon as the quarterback calls for the ball our linebackers attack the line of scrimmage with reckless abandon. Things play out just as the play was designed—the offensive line picks up one of the linebackers and has to let one of them go free. This is perfect execution on defense.



The only protection the quarterback had was his offensive line. They didn't keep a back in to block, so as soon as our defenders clear the line of scrimmage it's a race to the quarterback before he can get the ball downfield. He can't get the pass off and gets sacked for a 10-yard loss on the play.

4-2-5 NORMAL—MONSTER GREEN



Blitzing can be risky when the offense knows what's coming. There is something we can do to help our chances of having success even when bringing pressure from more than just our line. The Monster Green is a zone blitz that sends pressure at the offense and forces them to identify the coverage before releasing the ball.



This defense attacks the offense by sending pressure at the right guard and left tackle with three defenders. Initially the offense has solid blocking set up, but with the addition of a defensive back in the blitz package we're able to manipulate the right tackle and get him to step outside.



When the right tackle steps outside to account for the defensive back blitzing from the edge he

changes the blocking assignments for his side of the line. The right guard can't block down now and has to leave his inside open to protect against the defensive end that the tackle vacated. This lets our linebacker into the backfield untouched.



Two plays yield back-to-back sacks and big losses for the offense. Even though SMU has a tough quarterback, he can't keep taking punishing hits like this. We can continue to send pressure at the offense by mixing the man and zone blitz to keep them on edge and force them to start leaving additional men in for protection.

4-2-5 NORMAL—MAX ZONE



It's no surprise to see that the 4-2-5 defense is pretty much unique to the pass-heavy Pacific-10 conference. With all the trigger-happy offenses in the Pac-10 the 4-2-5 has to be well equipped to handle the pass offense, even when not bringing pressure. The Max Zone is a coverage-heavy defense that begs the offense to try to throw the ball.



The offense tries to force our linebackers to step up and play the play action run fake. Our linebackers are a little too aware to bite on the fake; instead they continue to drop into their zones and take away the quick drag option to the tight end.



Protecting the middle and preventing quick hitters in this area is not the only key to having a successful all-around pass defense. We also have to defend the outside thirds of the field. The offense thinks they can get enough spacing on the outside by using the play action fake to open up the slot running the wheel route.



They try to sneak the pass to the slot receiver over our heads, but we are prepared for this difficult route, and our defensive back jumps and swats the pass out of the air. The Max Zone is a zone defense that gives us a chance to be successful versus any pass the offense can throw at us.

4-2-5 NORMAL—LB DOUBLE SPY



When defending the run or expecting a run by the offense we like to look for a man defense to get the job done. Just because we think the offense may run the ball at some point, even when in the spread offense, doesn't mean they will. The LB Double Spy will keep us protected no matter what the offense decides.



With many of the spread offenses in the collegiate game and the dominance of the scrambling quarterback, our minds are at ease knowing that we have both linebackers keeping an eye on the quarterback. This also helps against the speed option from the shotgun formation. If the quarterback throws the ball, his every movement is shadowed by both linebackers, making a short throw over the middle virtually impossible.



The quarterback recognizes that he is being shadowed by the linebackers and thinks that he can manipulate the defense to get a receiver open downfield. The only possibility would be the receiver running a deep post.



He tries to fit the ball over the shallow safety. The quarterback can sidestep to get the linebackers to move, but if the running back doesn't go out for a pass route our safety will play robber coverage downfield. The quarterback didn't account for this and winds up throwing an interception.

DIME 3-2-6 SCHEME

DIME 3-2-6—LIGHTNING 0



The Dime 3-2-6—Lightning 0 sends six defenders after the quarterback. This leaves five defenders locked up in one-on-one man coverage. By the default design of the play, the dimebacks are blitzing from the outside. If your opponent likes to roll the quarterback out, the dimebacks are in good position to wreak havoc. If your opponent likes to keep the QB in the pocket, they won't be able to get pressure in quickly. The way we like to enhance this man blitz defense is to manually


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move the dimebacks inside, so that they line up behind the defensive ends. Notice in the screen shots that their blitz angles now have them shooting through both B gaps. The left linebacker's blitz angle shoots through the A gap between the center and right guard.



Once the ball is snapped, the left guard blocks the nose tackle, who is taking an outside pass rush angle. The right guard looks to block the CB4, who is attacking the B gap. This leaves the center to deal with the other two inside pass rushers, which are the CB3 and left linebacker.



He generally blocks the left linebacker, leaving a clear path for CB3 to go directly after the quarterback.



The quarterback tries to avoid the cornerback,

but he doesn't have much of a chance to get away. The end result is a sack.

DIME 3-2-6—LIGHTNING 2



The Dime 3-2-6—Lightning 2 has the same blitz concept behind it as the Lightning 0, but instead of defenders playing man coverage, they play zone coverage. The right linebacker drops back in a hook zone, the outside cornerbacks play the flats, and the two safeties play two-deep coverage. We set up the Lightning 2 the same way we set up the Lightning 0. We move the dimebacks inside, so that they line up behind the defensive ends. Both their blitz angles attack the B gaps. The left linebacker's blitz angle has him shooting the A gap between the center and right guard. We call bump-n-run coverage to bring the safeties down closer to the line of scrimmage. Notice how the strong safety is closer to the line of scrimmage than the free safety. If there is a receiver lined up in the slot on the same side as the free safety, we like to manually move him closer to prevent a quick pass to the slot receiver.



The same pressure is applied to the quarterback that we showed with the Lightning 0; the center is forced to block either the CB3 or the left linebacker.



The center decides to block the left linebacker, creating a big gap for the CB3 to shoot through.



The result is another sack for the corner.

DIME 3-2-6—DBL CORNER PINCH



A good defense to call to defend most outside run plays is the Dime 3-2-6—Dbl Corner Pinch. This defense sends the two outside cornerbacks in on a blitz. The two linebackers attack the B gaps between the center and guards. The pass coverage behind it has the two dimebacks and the nose tackle dropping back in hook zones. The two safeties play two-deep coverage. We hot route the defensive ends into QB Contain. This puts them in better position to defend the outside runs since they step outward as soon as the ball is snapped.

We may even spread the defensive line out to get them out wide before the ball is even snapped.



Once the ball is snapped the left end goes outside, where he is blocked. The left linebacker, however, is not blocked. He has a good angle of attack against the quarterback. The left cornerback is blocked by the outside receiver. However, the strong safety is not. He takes the pitch man, while the left linebacker deals with the quarterback.

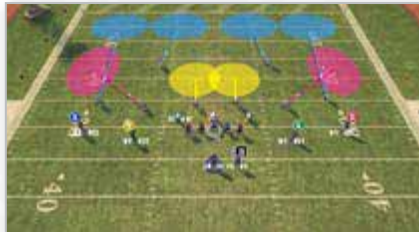


The quarterback decides to keep the ball and tries to get outside.



He is chased down from behind by the left linebacker and is tackled behind the line of scrimmage. This setup also works if your opponent likes to roll out with his quarterback and pass the ball.

DIME 3-2-6-COVER 4



In our opinion the Dime 3-2-6—Cover 4 is one of the better pass defenses in the game because it does a good job covering most of the field. The two linebackers drop back in hook zones and are in position to defend underneath routes such as drags. The two dimebacks drop back in buzz zones, taking away the corner routes. The two outside cornerbacks and safeties defend the deep quarters of the field, preventing the deep ball. Even though there is only a three-man pass rush, the right end sometimes goes in unblocked, because the left tackle has to block the nose tackle.



The left outside receiver is running a crossing route. He will find it hard to get open against this coverage because of the linebackers dropping back in hook zones.



The quarterback decides to force the pass to the receiver as he comes across the middle of the field.



Bad mistake; the left linebacker steps in front of the receiver and picks off the pass. Something else you may want to do with this defense is crash the defensive line in and hot route the NT into QB Spy. Next, hot route the left end into QB Contain. Take control of the right end and manually rush him. Work your way past the left tackle and go after the quarterback.



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Team Strategy

In each team's section you will find both an offensive and defensive strength chart. By viewing the color of each player, you can quickly gauge his strengths. Players with an overall rating of **90 or above will appear in green**. Players with an overall rating of **80-89 will appear in blue**. Finally, players with an overall rating of less than **80 will appear in red**. In addition, we display the strength chart for each team based on their most common offensive formation and their base defense.




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AIR FORCE Falcons

CONFERENCE Mountain West | LOCATION Colorado Springs, CO

REPORT CARD AND PROGRAM INFO

67

OVERALL

73

OFFENSE

65

DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 320-269-13

RIVALS: ARMY, NAVY, CSU

2008 SEASON RECAP

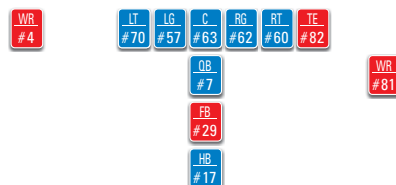
► 8-5 overall record

► 5-3 conference record

► Lost Bell Helicopter Armed Services Bowl

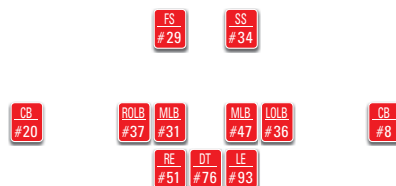
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

3-4 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Goal Line Normal	Shotgun Split
Ace Big Flip	I-Form Normal	Shotgun Split Offset
Ace Y Trips	I-Form Slot	Shotgun Split Slot
Flexbone Normal	I-Form Tight	Shotgun Spread Flex
Flexbone Split Wing X	I-Form Twin TE	Shotgun Y Trips
Flexbone Split Wing Z	I-Form Twins	
Flexbone Twins Over	Shotgun Normal	

QUARTERBACKS

PLAYER	OVR	SPD	AWR	THP	THA
QB#7	85	83	67	86	85
QB#10	76	78	44	86	78

HALFBACKS

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#17	86	91	92	75	77
HB#2	84	90	89	80	81
HB#23	72	84	84	68	71

FULLBACKS

PLAYER	OVR	SPD	CTH	RBK	PBK
FB#29	66	84	59	65	52

WIDERECIVERS

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#81	79	89	90	84	78
WR#4	77	90	91	80	81
WR#80	76	87	89	80	68
WR#26	73	88	90	80	68

TIGHTENDS

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#82	74	78	76	72	82
TE#84	62	65	65	65	65

OFFENSIVE LINE

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#70	83	85	64	87	85
LG#57	84	84	70	82	88
C#63	82	82	64	82	86
RG#62	84	87	68	87	85
RT#60	83	89	64	86	86

DEFENSIVE LINE

PLAYER	OVR	SPD	STR	TAK	PUR
RE#51	65	72	70	74	75
DT#76	73	74	74	72	78
DT#65	71	59	82	84	61
LE#93	64	68	76	80	76

LINEBACKERS

PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#47	71	84	66	76	73
MLB#31	68	78	64	80	78
LOLB#36	67	80	64	76	72
ROLB#37	65	76	58	72	77

CORNERBACKS

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#8	78	92	84	75	85
CB#20	69	86	82	74	73
CB#24	67	87	84	70	80
CB#18	66	86	76	66	71

SAFETIES

PLAYER	OVR	SPD	AWI	TAK	POW
SS#34	74	88	74	74	70
FS#29	69	86	68	65	61
FS#38	66	87	61	65	57



AKRON Zips

CONFERENCE Mid-American (East) | LOCATION Akron, OH

REPORT CARD AND PROGRAM INFO

69

OVERALL

73

OFFENSE

70

DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 482-465-37

RIVALS: KENT

2008 SEASON RECAP

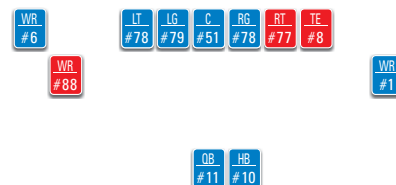
► 5-7 overall record

► 3-5 conference record

► 4th in the Mid-American East

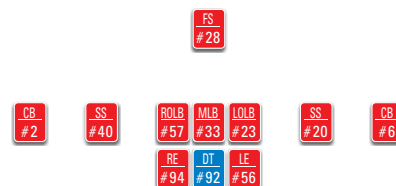
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

3-3-5 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Goal Line Normal	Shotgun Ace Twins	Shotgun Split Slot
I-Form Tight	Wk	Shotgun Split Twins
I-Form Y Trips	Shotgun Normal	Shotgun Split Y Flex
Shotgun 4WR Trio	Shotgun Normal	Shotgun Spread
Shotgun 4WR Trio Str	HB Wk	Shotgun Trio HB Wk
Shotgun 5WR Trio	Shotgun Normal Y Slot	Shotgun Y Trips
Shotgun Ace	Shotgun Split	Shotgun Y Trips HB Wk

QUARTERBACKS

PLAYER	OVR	SPD	AWR	THP	THA
QB#11	81	76	72	88	78
QB#2	79	59	61	89	82

HALFBACKS

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#10	85	88	87	82	79
HB#4	80	89	88	75	74
HB#22	75	88	88	46	72

FULLBACKS

PLAYER	OVR	SPD	CTH	RBK	PBK
FB#32	59	78	62	68	59

WIDERECIVERS

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#1	86	91	92	89	86
WR#6	80	89	90	78	78
WR#88	79	90	88	76	74
WR#86	77	88	86	82	76

TIGHTENDS

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#8	66	68	65	62	68
TE#19	59	72	72	59	70

OFFENSIVE LINE

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#78	87	87	74	89	91
LG#79	84	92	61	86	88
C#51	85	88	64	87	88
RG#78	83	85	64	89	88
RT#77	77	89	64	87	84

DEFENSIVE LINE

PLAYER	OVR	SPD	STR	TAK	PUR
RE#94	65	76	68	72	81
DT#92	81	62	88	84	84
DT#90	78	65	80	80	78
LE#56	71	82	76	78	75

LINEBACKERS

PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#33	77	80	82	82	80
ROLB#57	72	82	76	82	79
LOLB#23	70	85	74	79	75
MLB#47	70	82	68	76	71

CORNERBACKS

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#2	78	91	90	80	75
CB#6	77	90	84	74	86
CB#34	76	91	86	74	83
CB#22	76	91	82	75	75

SAFETIES

PLAYER	OVR	SPD	AWI	TAK	POW
FS#28	68	86	64	68	60
SS#20	68	86	58	68	63
SS#40	66	86	55	68	56



ALABAMA Crimson Tide

CONFERENCE SEC (West) | LOCATION Tuscaloosa, AL

REPORT CARD AND PROGRAM INFO

93

OVERALL

91

OFFENSE

96

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 799-316-43

RIVALS: AUB, LSU, MISS ST, TENN

2008 SEASON RECAP

► 12-2 overall record

► 8-0 conference record

► Lost Allstate Sugar Bowl

OFFENSIVE STRENGTH CHART

ACE SET



DEFENSIVE STRENGTH CHART

3-4 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big
Ace Big Twins
Ace Big Wing
Ace Slot Flex
Ace Twin TE
Ace Twin TE Flex
Ace Wing Trio

Ace Y Trips
Goal Line Normal
I-Form Normal
Shotgun 4WR Trey
Shotgun Normal Flex
Shotgun Spread
Shotgun Trio

Shotgun Twin TE Flex
Shotgun Y Trips HB Wk
Strong I Normal
Strong I Twin TE
Strong I Y Trips
Weak I Normal

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#12	86	74	68	89	86
QB#2	84	85	57	86	82

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#22	91	93	90	81	86
HB#29	89	92	89	70	79
HB#5	88	90	87	78	81

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#40	83	82	58	84	80

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#8	94	92	93	93	89
WR#80	88	90	93	89	86
WR#4	86	94	96	88	84
WR#82	85	90	91	84	85

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#84	86	83	78	82	76
TE#17	83	86	79	74	74

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#77	89	91	65	88	92
LG#78	95	90	83	91	94
C#73	87	86	57	86	89
RG#67	88	87	57	88	90
RT#79	90	89	68	88	91

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#95	87	74	76	90	89
DT#62	96	58	95	94	82
DT#99	89	62	91	88	78
LE#97	88	74	87	86	85

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#25	94	84	80	94	86
MLB#30	90	82	77	92	85
ROLB#98	88	80	79	94	84
MLB#21	87	85	78	89	85

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#28	93	93	76	93	86
CB#3	90	91	84	91	85
CB#24	87	91	82	89	83
CB#1	85	93	88	86	85

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#27	92	90	81	88	80
FS#26	87	91	78	81	84
SS#23	87	92	79	86	72



ARIZONA Wildcats

CONFERENCE Pacific-10 | LOCATION Tucson, AZ

REPORT CARD AND PROGRAM INFO

86

OVERALL

87

OFFENSE

86

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 547-404-33

RIVALS: ASU

2008 SEASON RECAP

► 8-5 overall record

► 5-4 conference record

► Won Pioneer Las Vegas Bowl

OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big
Ace Slot
Ace Twin TE
Ace Y Trips
Goal Line Normal
I-Form Normal
I-Form Tight

Shotgun 4WR Trio
Shotgun Double Flex
Shotgun Normal
Shotgun Split
Shotgun Split Slot
Shotgun Split Y Flex
Shotgun Spread Flex

Shotgun Spread
Flex Wk
Shotgun Spread
HB Wk
Shotgun Trips HB Wk
Shotgun Y Trips
Strong I Normal

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#17	86	80	59	88	85
QB#13	85	72	55	90	86

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#5	89	92	90	78	89
HB#2	88	93	90	72	83
HB#28	85	90	89	88	79

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#37	82	84	73	75	79

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#84	88	90	92	78	85
WR#81	85	87	85	82	85
WR#18	85	90	92	88	84
WR#80	84	93	95	72	82

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#48	95	85	87	79	96
TE#88	81	82	70	75	67

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#67	87	96	72	86	89
LG#74	88	91	68	85	85
C#64	88	89	72	89	86
RG#75	85	89	81	92	89
RT#78	84	89	76	85	80

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#42	79	78	79	74	89
DT#99	88	65	88	86	85
DT#49	87	74	76	88	76
LE#44	85	79	77	84	86

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#8	81	83	77	87	87
LOB#35	79	80	75	89	82
LOB#25	77	78	68	87	80
MLB#33	77	82	55	85	85

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#6	89	95	95	89	84
CB#24	85	91	85	88	83
CB#2	84	92	94	86	81
CB#23	80	92	80	85	82

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#1	90	92	79	86	72
FS#20	80	86	78	70	63
SS#9	76	89	68	79	70


NCAA FOOTBALL 10


ARIZONA STATE Sun Devils

CONFERENCE Pacific-10 | LOCATION Tempe, AZ

REPORT CARD AND PROGRAM INFO

87

OVERALL

87

OFFENSE

88

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 547-339-24

RIVALS: ARIZONA

2008 SEASON RECAP

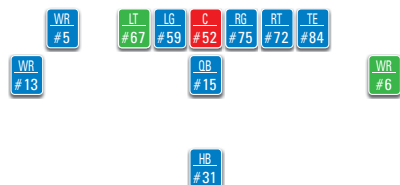
► 5-7 overall record

► 4-5 conference record

► 7th in the Pacific-10

OFFENSIVE STRENGTH CHART

ACE SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Ace Trips	Shotgun Bunch HB Str
Ace Big Twins	Ace Twin TE	Shotgun Normal
Ace Big Wing	Ace Twin TE Slot	Shotgun Normal
Ace Bunch	Ace Y Trips	HB Wk
Ace Jumbo	Goal Line Normal	Shotgun Trips TE
Ace Slot	Shotgun 4WR Trey Str	Shotgun Y Trips HB Wk
Ace Trey Open	Shotgun 5WR Trey	

QUARTERBACKS

PLAYER	OVR	SPD	AWR	THP	THA
QB#15	85	68	71	88	86
QB#10	83	78	63	87	83

HALFBACKS

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#31	89	89	88	86	83
HB#36	87	90	89	80	78
HB#21	86	91	94	76	62

WIDERECEIVERS

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#6	90	93	94	87	80
WR#13	88	88	91	88	89
WR#5	87	91	92	84	88
WR#4	85	88	90	88	84

TIGHTENDS

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#84	84	83	76	79	67
TE#87	75	72	68	69	71

OFFENSIVE LINE

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#67	90	91	77	90	90
LG#59	83	86	68	85	85
C#52	78	82	55	84	87
RG#75	86	93	66	87	91
RT#72	86	87	71	87	85

DEFENSIVE LINE

PLAYER	OVR	SPD	STR	TAK	PUR
RE#58	93	80	72	90	91
DT#50	89	70	84	89	77
DT#77	88	66	91	88	76
LE#34	70	74	74	72	86

LINEBACKERS

PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#25	90	84	81	90	88
MLB#44	84	83	77	86	89
MLB#52	82	85	52	85	88
LOLB#57	80	82	61	88	88

CORNERBACKS

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#3	91	92	87	92	92
CB#5	87	93	90	87	84
CB#23	83	91	82	88	82
CB#31	81	89	89	86	80

SAFETIES

PLAYER	OVR	SPD	AWI	TAK	POW
SS#2	81	86	79	83	79
FS#9	80	89	59	76	77
SS#19	79	87	66	79	75



ARKANSAS Razorbacks

CONFERENCE SEC (West) | LOCATION Fayetteville, AR

REPORT CARD AND PROGRAM INFO

80

OVERALL

83

OFFENSE

78

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 649-446-40

RIVALS: LSU, TAMU, MISS, TEXAS

2008 SEASON RECAP

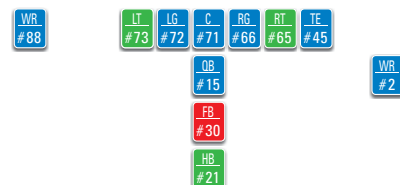
► 5-7 overall record

► 2-6 conference record

► 5th in the SEC West

OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Close Twins	Shotgun Spread
Ace Bunch	I-Form Normal	HB Wk
Ace Slot Flex	I-Form Tight	Shotgun Trio HB Wk
Ace Trio	Shotgun 5WR Trio	Shotgun Y Trips
Ace Twin TE	Shotgun Normal Flex	Strong I Normal
Ace Twin TE Slot	Shotgun Normal	Strong I Y Trips
Ace Y Trips	Flex Wk	
Goal Line Normal	Shotgun Split Slot	

QUARTERBACKS

PLAYER	OVR	SPD	AWR	THP	THA
QB#15	88	63	66	96	87
QB#8	85	68	61	89	87

HALFBACKS

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#21	91	94	93	78	90
HB#29	86	91	86	85	80
HB#33	85	93	87	74	82

FULLBACKS

PLAYER	OVR	SPD	CTH	RBK	PBK
FB#30	61	88	70	58	56

WIDERECEIVERS

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#2	87	90	92	90	85
WR#88	87	88	90	80	86
WR#89	81	90	91	82	80
WR#4	81	90	89	85	80

TIGHTENDS

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#45	84	83	80	70	80
TE#44	65	84	68	60	58

OFFENSIVE LINE

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#73	91	89	78	88	88
LG#72	87	89	78	88	88
C#71	87	84	76	84	86
RG#66	83	89	74	82	86
RT#65	91	89	65	89	90

DEFENSIVE LINE

PLAYER	OVR	SPD	STR	TAK	PUR
RE#18	77	86	62	78	83
DT#96	89	74	86	86	82
DT#61	79	66	89	82	75
LE#54	68	76	72	78	78

LINEBACKERS

PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#34	84	82	78	86	86
MLB#10	81	82	80	86	80
ROLB#49	76	76	64	83	85
MLB#53	75	84	66	80	78

CORNERBACKS

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#26	83	91	90	84	80
CB#27	80	93	89	77	75
CB#36	77	89	89	78	76
CB#29	76	89	87	74	80

SAFETIES

PLAYER	OVR	SPD	AWI	TAK	POW
SS#39	74	89	70	70	70
FS#9	72	87	69	66	64
FS#5	71	90	68	65	70



ARKANSAS STATE Red Wolves

CONFERENCE Sun Belt | LOCATION Jonesboro, AR

REPORT CARD AND PROGRAM INFO

71 **77** **70**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★

ALL-TIME RECORD: 408–437–37

RIVALS: TROY, NT

2008 SEASON RECAP

► 6–6 overall record

► 3–3 conference record

► 4th in the Sun Belt

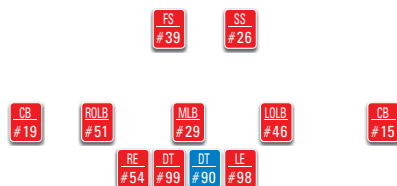
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Slot Flex	Shotgun Normal Flex
Ace Big Twins	I-Form Tight	Shotgun Spread Flex
Ace Slot Flex	I-Form Twins	Shotgun Spread
Ace Twin TE Slot	I-Form Y Trips	Flex Wk
Ace Y Trips	Shotgun 4WR Trio Str	Shotgun Trio HB Wk
Goal Line Normal	Shotgun Ace	Shotgun Y Trips
I-Form Normal	Shotgun Double Flex	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#1	85	72	65	86	86
QB#12	69	65	57	82	76

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#2	90	92	88	85	78
HB#41	76	86	82	61	76
HB#25	72	87	88	70	76

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#34	63	78	54	62	59

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#82	83	91	92	85	76
WR#14	82	92	92	84	78
WR#9	78	89	90	90	68
WR#4	77	89	86	78	76

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#87	68	76	68	62	70

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#77	82	86	66	84	84
LG#62	82	89	62	82	85
C#75	77	84	61	83	82
RG#61	79	82	64	80	78
RT#72	80	87	66	84	84

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#54	63	70	70	68	88
DT#90	84	66	78	85	85
DT#99	77	61	80	73	80
LE#98	77	77	86	76	88

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#29	75	80	64	78	73
MLB#94	65	74	55	76	86
LOLB#46	61	86	52	70	65
MLB#31	61	68	70	72	70

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#15	76	87	86	72	79
CB#19	74	90	86	70	78
CB#20	73	91	87	69	77
CB#8	72	86	82	77	77

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#39	77	87	76	76	73
FS#5	72	88	58	68	55
FS#32	68	87	61	66	37



ARMY Black Knights

CONFERENCE Independent | LOCATION West Point, NY

REPORT CARD AND PROGRAM INFO

67 **73** **65**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★

ALL-TIME RECORD: 636–449–51

RIVALS: NAVY, AF

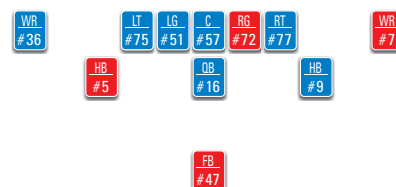
2008 SEASON RECAP

► 3–9 overall record

► New head coach specialized in the triple option

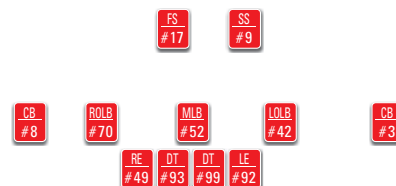
OFFENSIVE STRENGTH CHART

FLEXBONE SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Flexbone Close	Flexbone Split Wing X	Flexbone Trips Right
Flexbone Normal	Flexbone Split Wing Z	Flexbone Twins Over
Flexbone Slot Left	Flexbone Tackle Over	Flexbone Wing
Flexbone Slot Right	Flexbone Trio Right	Flexbone Wing Trips
Flexbone Split	Flexbone Trips Left	Goal Line Tight

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#16	86	76	58	86	87
QB#12	77	72	52	83	76

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#9	84	88	87	82	80
HB#5	79	86	87	78	74
HB#21	78	89	89	62	67

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#47	55	74	65	52	48

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#36	81	92	90	86	78
WR#7	78	86	87	78	84
WR#25	65	82	84	78	62
WR#85	60	84	84	76	68

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#84	65	80	76	48	69
TE#89	59	70	64	57	72

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#75	85	77	70	86	86
LG#51	86	89	78	82	86
C#57	86	87	70	85	86
RG#72	79	86	64	84	87
RT#77	83	76	72	84	82

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#49	60	68	78	76	68
DT#99	79	70	80	80	75
DT#93	77	72	78	80	78
LE#92	64	76	62	70	80

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#52	74	82	68	80	79
LOLB#42	69	74	72	78	72
ROLB#70	67	78	66	72	73
MLB#55	66	74	58	76	69

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#3	76	89	80	79	77
CB#8	68	91	74	69	75
CB#5	66	84	74	69	75
CB#16	61	82	88	64	70

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#17	68	86	66	68	65
FS#18	65	82	58	65	61
SS#9	64	87	66	62	65


NCAA FOOTBALL 10


AUBURN Tigers

CONFERENCE SEC (West) | LOCATION Auburn, AL

REPORT CARD AND PROGRAM INFO

80

OVERALL

81

OFFENSE

81

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 688–395–47

RIVALS: BAMA, UGA, LSU

2008 SEASON RECAP

▶ 5–7 overall record

▶ 2–6 conference record

▶ 4th in the SEC West

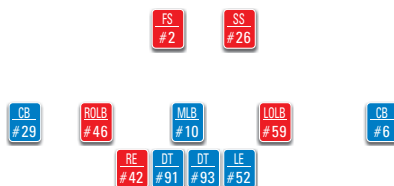
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Shotgun Normal	Shotgun Wild Tiger
Ace Big Twins	Shotgun Normal Flex Wing	Shotgun Wild Tiger Spread
Ace Big Wing	Shotgun Normal Y Slot	Shotgun Wing Offset
Goal Line Normal	Shotgun Split Slot	Shotgun Wing Trips
Shotgun 4WR Trio	Shotgun Spread Flex	Wk
Shotgun 4WR Trio Str	Shotgun Spread	Shotgun Y Trips
Shotgun 5WR Flex Trio	Flex Wk	Weak H Twins
Shotgun Ace		

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#18	83	85	62	85	81
QB#12	82	74	61	86	83

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#44	91	92	92	93	82
HB#27	86	92	93	72	78
HB#24	82	90	90	74	75

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#30	59	76	59	62	62

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#84	89	94	96	86	80
WR#13	88	89	88	90	82
WR#23	86	92	94	91	80
WR#87	85	91	87	88	82

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#83	68	65	74	65	77
TE#92	63	70	67	66	62

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#73	86	88	70	87	88
LG#76	81	90	64	85	87
C#68	83	86	78	86	89
RG#57	86	85	68	85	84
RT#75	86	84	70	87	88

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#42	76	80	76	76	93
DT#93	83	52	89	86	74
DT#91	81	44	97	88	74
LE#52	88	85	83	70	90

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#10	88	89	74	90	94
LOLB#59	78	84	80	84	90
ROLB#46	76	86	68	78	87
MLB#47	74	80	64	80	84

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#6	85	90	85	90	83
CB#15	82	92	87	89	77
CB#23	80	89	80	85	77
CB#25	79	92	82	83	78

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#2	74	87	74	70	62
FS#4	74	87	76	78	63
SS#26	72	87	61	72	64



BALL STATE Cardinals

CONFERENCE Mid-American (West) | LOCATION Muncie, IN

REPORT CARD AND PROGRAM INFO

67

OVERALL

77

OFFENSE

64

DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 400–355–32

RIVALS: NIU

2008 SEASON RECAP

▶ 12–2 overall record

▶ 8–0 conference record

▶ Lost GMAC Bowl

OFFENSIVE STRENGTH CHART

ACE SET



DEFENSIVE STRENGTH CHART

3-4 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Goal Line Normal	Shotgun Double Flex
Ace Big Twins	Pistol Ace	Shotgun Normal Flex
Ace Bunch	Pistol Twin TE	Shotgun Spread
Ace Jumbo	Pistol Twin TE Slot	Shotgun Y Trips
Ace Twin TE	Pistol Y Trips	Shotgun Y Trips HB Wk
Ace Twin TE Slot	Shotgun Ace	
Ace Y Trips	Shotgun Ace Twins	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#10	83	70	52	87	86
QB#17	81	65	55	88	85

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#33	90	93	91	77	90
HB#22	82	89	91	70	72
HB#24	77	87	84	69	74

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#38	62	78	56	56	56

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#81	85	92	93	72	87
WR#80	80	92	95	74	72
WR#83	76	89	88	82	78
WR#4	72	87	80	82	76

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#88	74	82	78	59	76
TE#82	65	80	65	65	76

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#79	88	91	73	86	85
LG#73	77	89	68	84	85
C#70	86	85	70	86	87
RG#67	77	88	58	82	85
RT#78	76	82	52	82	82

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#85	61	76	65	74	75
DT#65	72	68	72	76	84
DT#98	72	68	78	76	77
LE#90	75	77	65	80	86

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#48	75	86	76	78	77
MLB#42	73	80	70	74	80
LOLB#99	66	78	72	74	73
ROLB#37	61	84	55	74	83

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#15	75	90	88	86	65
CB#8	73	89	85	76	80
CB#34	72	89	76	67	81
CB#19	69	87	84	72	75

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#38	68	87	74	65	55
SS#10	66	84	61	68	60
FS#25	61	86	55	62	59



BAYLOR Bears

CONFERENCE Big 12 (South) | LOCATION Waco, TX

REPORT CARD AND PROGRAM INFO

78 **81** **77**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 521–523–43

RIVALS: TEXAS, TCU, TAMU

2008 SEASON RECAP

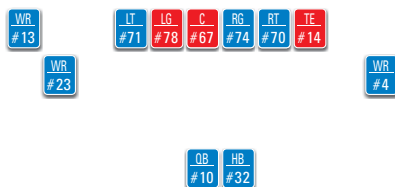
► 4–8 overall record

► 2–6 conference record

► 5th in the Big 12 South

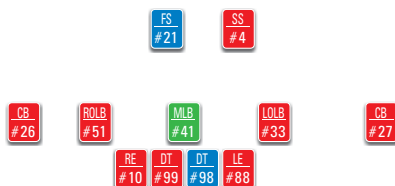
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big Twins	Shotgun 5WR Trey	Shotgun Spread Flex
Ace Slot	Shotgun Double Flex	Shotgun Trips
Ace Y Trips	Shotgun Normal	Shotgun Trips HB Wk
Flexbone Trips Left	HB Wk	Shotgun Y Trips
Goal Line Normal	Shotgun Normal	Strong I Twin TE
I-Form Slot	Wing TE	
I-Form Twins	Shotgun Split Slot	
Shotgun 4WR Trey Str	Shotgun Spread	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#10	89	90	59	86	86	
QB#6	84	70	66	89	84	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#32	84	90	89	78	79	
HB#25	81	87	86	80	81	
HB#22	80	87	84	77	75	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#4	88	90	92	86	85	
WR#13	88	90	93	85	85	
WR#23	86	90	92	86	84	
WR#1	85	91	90	88	87	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#14	73	78	74	59	69	
TE#18	59	74	68	56	71	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#71	82	86	76	90	86	
LG#78	75	85	61	82	82	
C#67	78	85	61	80	78	
RG#74	84	86	64	87	82	
RT#70	88	87	70	84	86	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#10	69	74	70	76	83	
DT#98	87	62	95	89	74	
DT#99	75	64	88	80	78	
LE#88	73	74	76	78	86	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
MLB#41	91	81	83	89	90	
LOLB#33	72	80	61	85	67	
LOLB#8	69	82	66	76	78	
ROLB#51	69	86	58	74	78	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#27	79	92	86	80	81	
CB#26	77	89	84	74	83	
CB#29	72	87	84	76	76	
CB#24	72	86	87	75	77	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#21	85	90	80	70	77	
FS#30	70	92	55	68	62	
SS#4	66	82	70	76	74	



BOISE STATE Broncos

CONFERENCE WAC | LOCATION Boise, ID

REPORT CARD AND PROGRAM INFO

84 **85** **83**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 339–144–2

RIVALS: IDAHO, HAW, FS

2008 SEASON RECAP

► 12–1 overall record

► 8–0 conference record

► Lost San Diego County Credit Union Poinsettia Bowl

OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Normal	Shotgun Y Trips HB Wk
Ace Big Twins	I-Form Twin TE	Strong I Normal
Ace Bunch	I-Form Twins	Strong I Tight
Ace Slot	Shotgun 5WR Trey	Strong I Y Trips
Ace Twin TE Slot	Shotgun Double Flex	Weak I Normal
Ace Y Trips	Shotgun Normal	
Goal Line Normal	Shotgun Split Y Flex	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#12	90	65	80	89	93	
QB#7	83	62	66	90	85	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#27	88	93	94	68	81	
HB#26	85	90	91	70	77	
HB#22	79	89	87	75	62	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#40	86	82	69	82	83	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#87	84	87	88	84	86	
WR#4	84	90	90	88	82	
WR#21	80	88	88	80	82	
WR#81	78	87	88	84	82	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#85	75	82	74	76	65	
TE#80	71	70	72	72	66	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#60	86	94	76	89	94	
LG#76	86	87	74	86	88	
C#78	83	85	55	85	84	
RG#55	82	88	52	90	88	
RT#61	85	83	62	87	88	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#98	89	84	84	89	88	
DT#94	77	62	80	85	77	
DT#67	76	48	90	86	72	
LE#56	76	81	71	80	73	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
LOLB#30	81	86	71	76	83	
ROLB#43	76	84	68	82	93	
ROLB#44	75	80	74	80	78	
MLB#52	74	80	61	82	73	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#1	93	91	89	94	91	
CB#38	84	89	87	88	83	
CB#33	83	89	85	85	82	
CB#17	77	91	88	79	75	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
SS#23	86	88	79	84	91	
FS#5	78	90	55	65	79	
SS#36	77	86	65	77	63	


NCAA FOOTBALL 10


BOSTON COLLEGE Eagles

CONFERENCE ACC (Atlantic) | LOCATION Chestnut Hill, MA

REPORT CARD AND PROGRAM INFO

82

OVERALL

83

OFFENSE

83

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 610–424–36

RIVALS: ND, CLEM, MIA

2008 SEASON RECAP

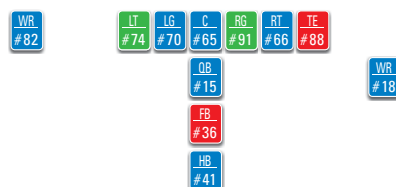
▶ 9–5 overall record

▶ 5–3 conference record

▶ Lost Gaylord Hotels Music City Bowl

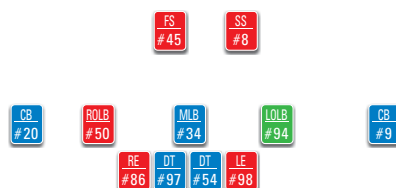
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Twins	Shotgun Wing Trips Wk
Ace Slot Flex	Shotgun 5WR Trips	Shotgun Y Trips
Ace Twin TE Flex	Shotgun Normal	Strong I Normal
Ace Y Trips	Shotgun Split Y Flex	Weak I Normal
Goal Line Normal	Shotgun Spread Flex	Weak I Twins
I-Form Normal	Shotgun Wing Trio Wk	
I-Form Twin TE	Shotgun Wing Trips	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#15	83	65	66	88	85
QB#13	82	65	64	90	83

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#41	89	91	89	76	77
HB#1	88	92	93	74	76
HB#23	84	91	94	79	80

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#36	73	78	59	78	79

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#18	87	90	90	82	84
WR#82	84	88	92	87	85
WR#11	81	88	87	85	80
WR#84	77	88	88	84	80

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#88	77	74	70	79	72
TE#87	73	78	70	77	68

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#74	92	87	74	94	90
LG#70	86	89	61	86	90
C#65	87	85	68	89	86
RG#91	90	93	82	91	91
RT#66	83	90	68	88	87

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#86	69	70	78	80	85
DT#54	87	48	92	91	75
DT#97	82	62	86	84	79
LE#98	73	74	76	76	86

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
LOLB#94	93	84	81	94	91
MLB#34	87	80	77	89	89
MLB#39	78	82	64	83	79
ROLB#50	75	78	61	78	82

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#9	85	92	89	84	84
CB#20	84	91	82	82	85
CB#4	79	86	88	82	84
CB#31	76	89	88	78	82

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#45	77	86	66	74	70
SS#8	77	86	72	74	58
SS#21	70	87	55	72	62



BOWLING GREEN Falcons

CONFERENCE Mid-American (East) | LOCATION Bowling Green, OH

REPORT CARD AND PROGRAM INFO

74

OVERALL

79

OFFENSE

73

DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 484–322–52

RIVALS: TOK, KENT

2008 SEASON RECAP

▶ 6–6 overall record

▶ 4–4 conference record

▶ 2nd in Mid-American East

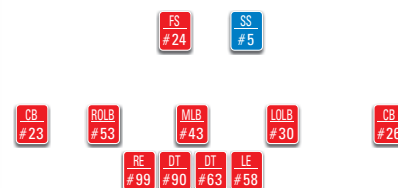
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Ace	I-Form Tight	Shotgun Trips Over
Ace Bunch	I-Form Twins	Shotgun Y Trips
Ace F Wing Twins	Shotgun 4WR	Strong H Pro
Ace Slot	Shotgun Bunch HB Str	Strong H Twins
Ace Y Trips	Shotgun Normal HB Wk	Weak H Slot
Goal Line Normal	Shotgun Split Slot	
I-Form Normal	Shotgun Trips HB Wk	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#13	87	74	71	87	87
QB#18	80	78	48	84	84

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#28	87	93	92	62	80
HB#33	83	86	84	87	62
HB#19	80	88	87	62	72

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#7	86	88	87	88	84
WR#83	83	91	90	84	76
WR#12	78	86	85	80	78
WR#84	75	88	88	78	76

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#89	72	74	72	62	73
TE#91	62	70	65	62	62

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#76	85	85	64	84	90
LG#75	80	86	68	84	82
C#46	82	85	66	84	82
RG#62	72	86	65	76	76
RT#69	74	89	52	82	82

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#99	75	82	68	82	85
DT#63	77	65	85	80	77
DT#90	71	62	82	82	74
LE#58	72	74	70	78	84

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
LOLB#30	73	84	78	80	80
MLB#43	69	80	66	76	75
MLB#45	68	74	68	80	71
ROLB#53	66	84	61	65	78

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#26	75	90	90	79	80
CB#23	72	91	74	70	78
CB#31	69	91	80	72	70
CB#34	65	86	80	69	75

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#5	88	90	83	82	81
SS#10	71	87	58	71	68
FS#24	70	90	76	68	34



BUFFALO Bulls

CONFERENCE Mid-American (East) | LOCATION Buffalo, NY

REPORT CARD AND PROGRAM INFO

63

OVERALL

75

OFFENSE

60

DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 346–462–28

RIVALS: SU, TEM

2008 SEASON RECAP

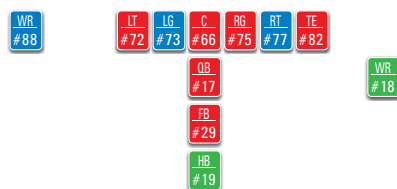
► 8–6 overall record

► 5–3 conference record

► Lost International Bowl

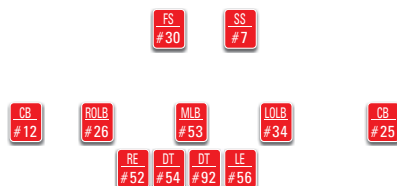
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Tight	Shotgun Split
Ace Slot	I-Form Twin TE	Shotgun Split Y Flex
Ace Twin TE	I-Form Twins	Shotgun Spread Flex
Ace Twin TE Slot	Shotgun 5WR Trey	Shotgun Wing Trips
Ace Y Trips	Shotgun Double Flex	Weak I Normal
Goal Line Normal	Shotgun Normal	Weak I Twin TE
I-Form Normal	Flex Wk	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#17	76	80	50	84	79
QB#14	76	81	46	84	78

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#19	90	90	89	78	79
HB#28	80	87	86	80	64
HB#27	75	84	78	82	57

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#29	62	78	59	78	77

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#18	93	91	93	84	90
WR#88	81	87	88	80	86
WR#80	80	91	90	78	78
WR#2	76	86	84	88	74

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#82	64	78	74	56	68
TE#87	60	74	72	59	64

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#72	79	87	58	82	85
LG#73	82	88	66	88	86
C#66	78	85	61	85	82
RG#75	78	84	44	84	87
RT#77	81	86	68	84	88

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#52	63	72	68	72	78
DT#92	71	68	78	76	78
DT#54	68	56	85	82	58
LE#56	64	74	62	72	78

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#53	70	82	58	80	66
MLB#59	67	70	61	78	67
MLB#41	66	85	58	76	78
ROLB#26	64	84	52	72	81

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#25	75	89	88	79	74
CB#12	73	87	84	72	78
CB#15	71	87	82	77	70
CB#22	69	90	70	74	68

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#7	79	91	64	76	62
FS#30	70	87	74	68	64
SS#43	65	80	64	72	68



BYU Cougars

CONFERENCE Mountain West | LOCATION Provo, UT

REPORT CARD AND PROGRAM INFO

78

OVERALL

87

OFFENSE

74

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 494–372–26

RIVALS: UTAH, SDSU, USU

2008 SEASON RECAP

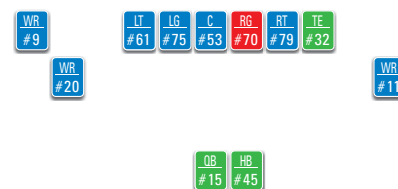
► 10–3 overall record

► 6–2 conference record

► Lost Pioneer Las Vegas Bowl

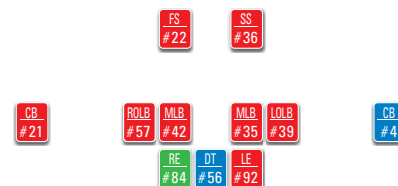
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

3-4 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Spread	Shotgun 4WR Trey Str	Shotgun Spread Flex
Ace Twin TE	Shotgun Double Flex	Shotgun Spread Flex Wk
Goal Line Normal	Shotgun Normal Y Slot	Shotgun Trips HB Wk
I-Form Normal	Shotgun Split	Shotgun Trips Open
I-Form Slot Flex	Shotgun Split Slot	Weak H Twins
I-Form Tight	Shotgun Split Twins	
I-Form Twins	Shotgun Split Y Flex	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#15	92	73	74	91	91
QB#6	84	68	68	88	86

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#45	91	88	85	89	83
HB#28	83	86	84	72	82
HB#10	80	89	88	68	88

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#1	75	89	74	52	50

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#11	87	89	87	85	88
WR#9	84	91	91	76	85
WR#20	82	91	91	76	76
WR#87	82	89	90	88	84

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#32	92	83	90	77	92
TE#88	78	70	82	77	68

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#61	82	91	64	82	85
LG#75	87	91	65	88	86
C#53	85	93	72	88	89
RG#70	72	86	58	84	84
RT#79	82	89	55	85	86

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#84	90	84	84	84	89
DT#56	81	70	84	84	79
DT#52	77	59	78	85	75
LE#92	70	76	74	74	84

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
LOLB#39	78	84	74	78	81
MLB#35	78	76	76	86	82
MLB#42	77	76	80	84	87
MLB#57	69	80	64	78	85

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#4	80	90	84	74	85
CB#21	75	86	85	74	82
CB#17	73	90	72	72	79
CB#24	73	87	80	73	80

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#36	68	90	61	70	54
SS#20	67	87	61	68	63
SS#29	67	87	58	68	64


NCAA FOOTBALL 10


CAL Golden Bears

CONFERENCE Pacific-10 | LOCATION Berkeley, CA

REPORT CARD AND PROGRAM INFO

93

OVERALL

93

OFFENSE

93

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 622–470–52

RIVALS: STAN, USC

2008 SEASON RECAP

► 9–4 overall record

► 6–3 conference record

► Won Emerald Bowl

OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

3-4 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Twins	Shotgun Y Trips
Ace Big Twins	Shotgun 4WR Trio	Strong I Normal
Ace Bunch	Shotgun Ace	Strong I Twin TE
Ace Slot Flex	Shotgun Bunch HB Str	Strong I Twins
Ace Twin TE	Shotgun Normal	Strong I Y Trips
Ace Y Trips	Flex Wk	Weak I Normal
Goal Line Normal	Shotgun Split Y Flex	Weak I Twins

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#13	88	70	71	90	89
QB#10	83	65	64	89	87

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#4	96	97	97	82	95
HB#34	89	93	94	75	85
HB#22	84	91	90	74	78

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#33	81	80	68	82	80

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#8	91	91	92	90	89
WR#86	90	93	92	80	84
WR#3	89	92	93	89	84
WR#84	87	90	90	80	85

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#44	88	84	80	76	85
TE#80	85	82	77	77	83

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#79	90	94	80	92	91
LG#70	84	88	61	86	85
C#73	85	86	62	93	91
RG#61	86	88	66	89	89
RT#58	89	89	76	89	89

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#97	90	74	84	88	86
DT#76	89	59	90	87	82
DT#92	86	63	88	84	80
LE#44	90	72	88	89	84

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
LOLB#18	88	85	75	87	88
MLB#3	88	79	72	87	87
MLB#43	87	82	70	86	93
ROLB#9	86	84	76	86	87

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#5	93	93	89	91	89
CB#26	88	90	89	89	88
CB#17	85	89	80	86	87
CB#27	84	93	84	83	84

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#11	85	90	75	82	79
SS#29	85	89	77	79	83
FS#25	82	89	72	81	77



CENTRAL MICHIGAN Chippewas

CONFERENCE Mid-American (West) | LOCATION Mt. Pleasant, MI

REPORT CARD AND PROGRAM INFO

71

OVERALL

81

OFFENSE

67

DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 558–357–37

RIVALS: WMU, EMU

2008 SEASON RECAP

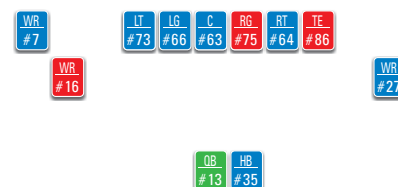
► 8–5 overall record

► 6–2 conference record

► Lost Motor City Bowl

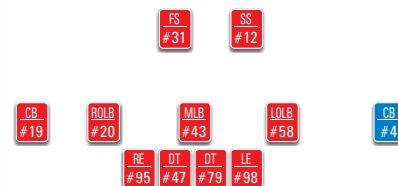
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Shotgun Normal	Shotgun Trio HB Wk
Ace Slot	Shotgun Normal	Shotgun Trips HB Wk
Ace Y Trips	Flex Wk	Shotgun Trips Open Str
Goal Line Normal	Shotgun Normal	Shotgun Y Trips
Shotgun 5WR Trio	HB Wk	Shotgun Y Trips HB Wk
Shotgun 5WR Trips	Shotgun Normal Y Slot	
Shotgun Bunch HB Str	Shotgun Split Slot	
Shotgun Empty Trio TE	Shotgun Spread HB Wk	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#13	92	84	82	88	88
QB#11	78	62	68	85	83

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#35	83	88	82	78	71
HB#34	80	91	89	61	81
HB#26	79	90	92	70	76

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#21	68	86	68	48	48

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#27	89	93	95	81	89
WR#7	88	90	91	90	89
WR#16	79	89	92	82	86
WR#1	77	88	89	84	82

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#86	70	74	78	70	63
TE#83	62	80	68	68	74

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#73	82	81	52	84	85
LG#66	83	87	55	85	82
C#63	84	85	61	84	82
RG#75	77	88	61	82	85
RT#64	81	84	64	84	84

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#95	66	78	68	72	72
DT#79	68	52	84	82	65
DT#47	66	68	78	76	60
LE#98	71	74	72	74	85

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#43	74	78	80	80	85
MLB#46	71	74	72	82	81
ROLB#20	70	84	70	68	79
MLB#49	67	72	58	78	67

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#4	82	92	82	78	84
CB#19	77	91	86	82	68
CB#14	73	87	84	72	79
CB#23	68	87	85	72	72

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#31	68	91	55	65	58
SS#12	68	92	66	65	65
FS#24	67	86	55	65	59



CINCINNATI Bearcats

CONFERENCE Big East | LOCATION Cincinnati, OH

REPORT CARD AND PROGRAM INFO

87

OVERALL

89

OFFENSE

88

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 535-543-51

RIVALS: MIA U, UL

2008 SEASON RECAP

► 11-3 overall record

► 6-1 conference record

► Lost FedEx Orange Bowl

OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

3-4 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Shotgun Ace	Shotgun Trips HB Wk
Ace Slot	Shotgun Ace Twins	Shotgun Trips Open Str
Ace Twin TE	Shotgun Ace Twins Wk	Shotgun Trips Over
Ace Twin TE Slot	Shotgun Bunch HB Str	Shotgun Y Trips
Goal Line Normal	Shotgun Normal	Strong I Normal
Shotgun 5WR Trio	Shotgun Normal Y Slot	
Shotgun 5WR Trips	Shotgun Spread HB Wk	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#15	89	73	78	90	89	
QB#14	84	82	60	85	84	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#20	87	90	89	89	76	
HB#22	85	89	86	88	71	
HB#23	84	93	90	72	86	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#35	80	81	67	76	77	

WIDERECIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#1	93	93	94	87	86	
WR#7	91	90	92	97	86	
WR#85	87	91	92	87	83	
WR#3	86	94	94	82	83	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#19	86	80	81	79	85	
TE#83	84	84	78	80	79	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#71	89	88	74	89	91	
LG#60	84	88	65	82	84	
C#56	86	89	72	87	84	
RG#53	85	85	71	86	85	
RT#68	85	86	64	85	85	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#89	85	81	81	76	85	
DT#90	85	60	87	88	74	
DT#40	83	62	89	86	78	
LE#98	86	84	82	82	79	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
MLB#50	86	85	79	88	82	
LOLB#43	84	82	79	85	84	
MLB#39	84	85	76	87	86	
ROLB#24	83	86	64	86	84	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#32	86	90	88	84	87	
CB#14	85	89	87	85	87	
CB#6	84	92	88	85	86	
CB#4	82	89	87	84	85	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
SS#17	88	90	84	87	79	
FS#25	85	90	65	86	70	
FS#36	81	90	58	79	73	



CLEMSON Tigers

CONFERENCE ACC (Atlantic) | LOCATION Clemson, SC

REPORT CARD AND PROGRAM INFO

87

OVERALL

89

OFFENSE

87

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 632-432-45

RIVALS: S CAR, BC, NCSU, GT

2008 SEASON RECAP

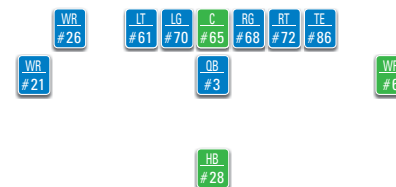
► 7-6 overall record

► 4-4 conference record

► Lost Konica Minolta Gator Bowl

OFFENSIVE STRENGTH CHART

ACE SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace 4WR Trips	Ace Y Trips	Shotgun Wildcat
Ace Big	Goal Line Normal	Shotgun Wing Trips Wk
Ace Jumbo	Shotgun Double Flex	Shotgun Y Trips HB Wk
Ace Slot	Shotgun Normal HB Wk	Strong H Pro
Ace Spread	Shotgun Split	
Ace Trips	Shotgun Split Slot	
Ace Twin TE	Shotgun Trips HB Wk	
Ace Twin TE Slot	Shotgun Trips Over	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#3	87	74	66	88	86	
QB#11	85	80	64	88	82	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#28	95	95	95	75	94	
HB#8	88	91	91	77	78	
HB#15	81	92	92	73	77	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#30	80	82	52	82	79	

WIDERECIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#6	92	96	98	85	83	
WR#21	82	86	86	85	84	
WR#26	81	90	89	84	83	
WR#87	81	90	90	86	76	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#86	83	74	74	77	70	
TE#82	78	79	75	74	69	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#61	89	93	76	87	88	
LG#70	83	90	68	88	86	
C#65	93	86	71	88	87	
RG#68	85	86	59	84	84	
RT#72	88	87	64	89	87	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#7	88	86	70	76	94	
DT#99	92	68	90	88	83	
DT#8	89	71	86	89	84	
LE#93	91	85	84	88	87	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
ROLB#33	81	85	82	80	89	
LOLB#44	74	86	74	80	80	
LOLB#47	73	80	78	80	90	
ROLB#48	73	78	66	78	79	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#18	92	92	88	92	89	
CB#38	85	92	87	88	87	
CB#12	83	91	86	89	86	
CB#36	81	94	89	75	75	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
SS#2	84	87	70	83	79	
FS#27	83	89	66	84	71	
FS#9	81	92	58	80	62	


NCAA FOOTBALL 10


COLORADO Buffaloes

CONFERENCE Big 12 (North) | LOCATION Boulder, CO

REPORT CARD AND PROGRAM INFO

73

OVERALL

79

OFFENSE

73

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 664–426–36

RIVALS: NEB, CSU, KSU

2008 SEASON RECAP

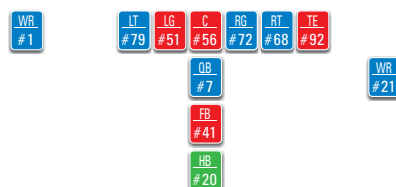
► 5–7 overall record

► 2–6 conference record

► 5th in Big 12 North

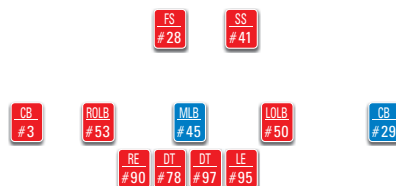
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Slot	Shotgun Wing Trio Wk
Ace Big Twins	I-Form Twins Flex	Shotgun Y Trips
Ace Double Flex	Shotgun 5WR Trey	Strong I Tight
Ace Slot Flex	Shotgun Ace Twins Wk	Weak I Normal
Ace Y Trips	Shotgun Double Flex	Weak I Twins
Goal Line Normal	Shotgun Normal Flex	
I-Form Normal	Shotgun Split Y Flex	

QUARTERBACKS

PLAYER	OVR	SPD	AWR	THP	THA
QB#7	86	78	71	86	85
QB#16	76	70	55	85	78

HALFBACKS

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#20	90	90	92	85	81
HB#36	86	87	88	79	82
HB#8	85	87	88	84	78

FULLBACKS

PLAYER	OVR	SPD	CTH	RBK	PBK
FB#41	66	70	59	62	59

WIDERECEIVERS

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#21	87	90	92	88	86
WR#1	83	89	90	78	82
WR#6	79	86	87	82	80
WR#81	79	90	91	78	82

TIGHTENDS

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#92	74	70	62	65	61
TE#87	70	82	74	59	69

OFFENSIVE LINE

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#79	82	84	58	85	82
LG#51	76	85	70	87	84
C#56	76	84	61	80	82
RG#72	85	82	74	87	87
RT#68	85	85	61	86	85

DEFENSIVE LINE

PLAYER	OVR	SPD	STR	TAK	PUR
RE#90	65	82	72	72	82
DT#97	75	74	74	78	82
DT#78	74	56	86	84	78
LE#95	64	72	70	70	82

LINEBACKERS

PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#45	80	85	74	90	93
MLB#57	77	85	72	76	80
MLB#51	76	78	61	84	77
ROLB#53	75	88	64	76	85

CORNERBACKS

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#29	89	92	86	88	83
CB#3	77	89	88	80	70
CB#18	76	91	88	72	86
CB#46	73	87	82	81	77

SAFETIES

PLAYER	OVR	SPD	AWI	TAK	POW
FS#28	70	90	64	56	55
FS#23	66	87	66	62	55
SS#41	66	86	61	65	59



COLORADO STATE Rams

CONFERENCE Mountain West | LOCATION Fort Collins, CO

REPORT CARD AND PROGRAM INFO

67

OVERALL

71

OFFENSE

68

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 471–510–33

RIVALS: CU, AF, WYO

2008 SEASON RECAP

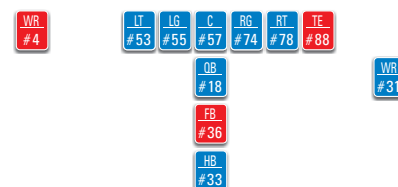
► 7–6 overall record

► 4–4 conference record

► Won New Mexico Bowl

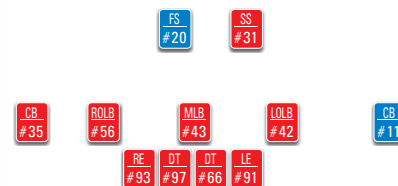
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form H Pro	Shotgun Spread Flex
Ace Big Twins	I-Form H Slot Flex	Shotgun Wild Ram
Ace F Pair Twins	I-Form H Twins	Strong H Pro
Ace Slot	Shotgun Bunch HB Str	Strong H Twins
Ace Twin TE	Shotgun Normal Y Slot	Weak H Pro
Ace Y Trips	Shotgun Split	
Goal Line Normal	Shotgun Split Offset	

QUARTERBACKS

PLAYER	OVR	SPD	AWR	THP	THA
QB#18	83	70	55	85	82
QB#11	82	74	50	88	78

HALFBACKS

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#33	82	89	87	63	79
HB#1	80	90	88	76	74
HB#20	79	90	89	74	74

FULLBACKS

PLAYER	OVR	SPD	CTH	RBK	PBK
FB#36	60	74	56	65	59

WIDERECEIVERS

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#31	84	90	90	84	82
WR#4	79	87	86	85	76
WR#3	78	86	87	86	80
WR#84	78	88	86	85	78

TIGHTENDS

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#88	64	68	76	62	77
TE#45	63	76	74	60	58

OFFENSIVE LINE

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#53	84	90	70	87	89
LG#55	81	89	70	84	90
C#57	83	86	74	87	87
RG#74	81	88	70	84	88
RT#78	88	87	74	87	89

DEFENSIVE LINE

PLAYER	OVR	SPD	STR	TAK	PUR
RE#93	69	74	68	74	67
DT#66	76	65	84	80	78
DT#97	72	56	85	84	70
LE#91	79	80	72	80	88

LINEBACKERS

PLAYER	OVR	SPD	AWR	TAK	PUR
LOLB#42	71	74	68	76	73
ROLB#56	67	80	74	80	71
LOLB#28	63	74	64	79	72
MLB#43	61	70	58	76	72

CORNERBACKS

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#11	76	90	88	80	80
CB#35	75	91	85	73	81
CB#2	75	91	84	75	84
CB#4	72	87	88	86	65

SAFETIES

PLAYER	OVR	SPD	AWI	TAK	POW
FS#20	80	89	72	80	67
FS#37	66	92	50	56	54
FS#5	65	87	55	59	57



CONNECTICUT Huskies

CONFERENCE Big East | LOCATION East Hartford, CT

REPORT CARD AND PROGRAM INFO

73

OVERALL

79

OFFENSE

71

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 464–493–38

RIVALS: RU, SU

2008 SEASON RECAP

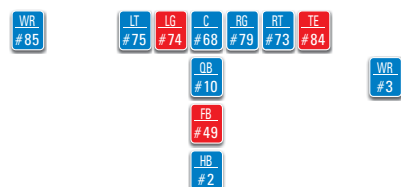
► 8–5 overall record

► 3–4 conference record

► Won International Bowl

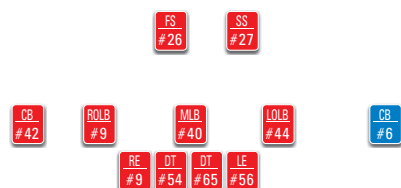
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Tight	Shotgun Trips HB Wk
Ace Big Twins	I-Form Twins	Shotgun Trips Over
Ace Bunch	I-Form Y Trips	Shotgun Y Trips
Ace Slot	Shotgun Ace	Weak I Normal
Ace Twin TE Slot	Shotgun Flanker Close	
Ace Y Trips	Shotgun Normal HB Wk	
I-Form Normal	Shotgun Spread	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#10	86	62	70	90	89
QB#16	72	59	48	84	80

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#2	87	90	88	70	78
HB#24	75	87	84	70	74
HB#44	73	87	88	74	71

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#49	66	80	59	65	62

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#3	87	91	92	88	84
WR#85	80	86	88	95	76
WR#87	79	88	90	84	82
WR#82	78	89	88	78	78

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#84	71	74	65	65	62
TE#89	58	76	64	60	56

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#75	80	86	52	87	82
LG#74	79	86	68	84	84
C#68	85	84	76	85	85
RG#79	84	93	70	87	88
RT#73	80	88	70	84	86

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#9	71	76	72	76	81
DT#65	78	68	84	82	76
DT#54	76	65	87	85	75
LE#56	66	76	62	72	83

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#8	73	78	70	84	83
MLB#40	73	80	58	82	73
MLB#18	72	78	72	76	78
LOLB#44	67	78	55	76	81

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#6	85	89	86	89	88
CB#42	77	87	87	75	80
CB#12	75	89	87	79	78
CB#20	74	91	88	84	60

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#27	70	87	55	65	58
FS#26	69	87	55	65	58
SS#2	68	89	62	74	48



DUKE Blue Devils

CONFERENCE ACC (Coastal) | LOCATION Durham, NC

REPORT CARD AND PROGRAM INFO

69

OVERALL

75

OFFENSE

70

DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 447–459–31

RIVALS: UNC, WAKE

2008 SEASON RECAP

► 4–8 overall record

► 1–7 conference record

► 6th in ACC Coastal

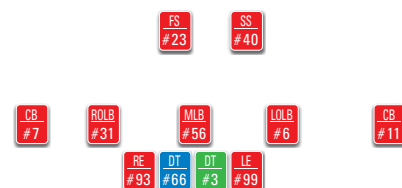
OFFENSIVE STRENGTH CHART

ACE SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Normal	Shotgun Spread Flex Wk
Ace Bunch	I-Form Twins	Shotgun Trips
Ace Slot	Shotgun 5WR Flex Trio	Shotgun Wing Trips
Ace Twin TE	Shotgun Bunch HB Str	Shotgun Y Trips
Ace Twin TE Slot	Shotgun Normal HB Wk	
Ace Y Trips	Shotgun Spread	
Goal Line Normal	Shotgun Spread Flex	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#9	85	68	72	87	86
QB#13	85	76	68	87	84

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#4	82	86	84	74	87
HB#26	76	84	82	71	74
HB#34	75	80	87	69	77

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#2	73	72	62	65	56

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#15	86	89	91	88	73
WR#83	79	88	87	84	80
WR#17	78	87	86	85	76
WR#18	77	85	87	78	78

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#87	69	76	70	62	72
TE#8	66	74	74	60	69

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#62	83	84	64	87	85
LG#77	86	86	72	88	88
C#73	80	84	58	84	85
RG#78	85	90	66	84	89
RT#70	81	92	74	86	90

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#93	68	62	78	78	88
DT#3	93	66	91	91	85
DT#66	81	59	86	86	70
LE#99	67	72	76	76	74

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#31	72	82	72	76	84
LOLB#6	70	82	50	74	77
LOLB#45	67	80	58	76	65
ROLB#57	65	70	64	78	76

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#11	76	89	87	78	79
CB#7	75	92	90	80	70
CB#21	71	87	78	73	88
CB#30	68	91	74	69	75

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#23	74	86	64	68	60
SS#40	70	87	58	70	64
FS#9	64	89	58	52	50


NCAA FOOTBALL 10


EASTERN MICHIGAN *Eagles*

CONFERENCE Mid-American (West) | LOCATION Ypsilanti, MI

REPORT CARD AND PROGRAM INFO

63

OVERALL

71

OFFENSE

62

DEFENSE

PROGRAM INFO

PRESTIGE: ★

ALL-TIME RECORD: 428–507–47

RIVALS: CMU, WMU

2008 SEASON RECAP

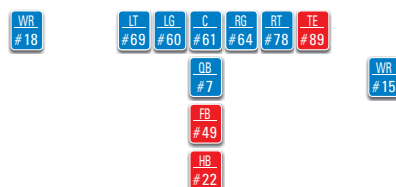
► 3–9 overall record

► 2–6 conference record

► 6th in Mid-American West

OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Ace Twin TE Slot	Shotgun Spread Flex
Ace Big Twins	Ace Y Trips	Shotgun Spread Flex Wk
Ace Jumbo	Goal Line Normal	Shotgun Trips
Ace Slot	Shotgun 5WR Flex Trio	Shotgun Wing Trips
Ace Trey Open	Shotgun Bunch HB Str	Shotgun Y Trips
Ace Trips	Shotgun Normal HB Wk	
Ace Twin TE	Shotgun Spread	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#7	85	76	70	89	82
QB#11	78	68	61	86	82

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#22	78	86	84	75	80
HB#20	71	85	82	65	72
HB#26	67	82	84	62	69

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#49	63	87	59	48	52

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#15	81	90	91	86	84
WR#18	80	88	86	82	76
WR#82	75	86	86	78	70
WR#2	75	89	91	80	70

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#89	68	74	74	56	64
TE#94	62	59	74	56	55

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#69	80	82	61	84	82
LG#60	85	84	67	89	87
C#61	80	80	61	78	78
RG#64	83	82	68	80	86
RT#78	80	80	61	80	76

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#97	53	70	62	70	71
DT#92	65	62	82	80	77
DT#93	63	70	70	72	78
LE#46	67	80	68	68	79

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#42	73	84	52	82	79
LOLB#20	71	86	66	76	77
LOLB#52	67	74	64	76	80
MLB#55	67	76	61	76	78

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#34	76	91	85	78	84
CB#28	71	86	82	74	71
CB#19	70	89	82	64	75
CB#37	69	87	76	66	82

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#23	74	87	70	62	63
FS#27	65	82	58	65	61
SS#10	62	86	64	62	60



EAST CAROLINA UNIVERSITY *Pirates*

CONFERENCE Conference USA (East) | LOCATION Greenville, NC

REPORT CARD AND PROGRAM INFO

76

OVERALL

79

OFFENSE

78

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 381–352–11

RIVALS: USM, NCSU

2008 SEASON RECAP

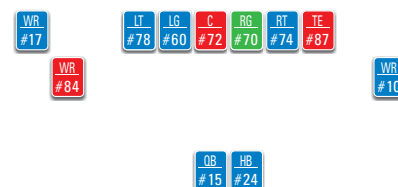
► 9–5 overall record

► 6–2 conference record

► Lost AutoZone Liberty Bowl

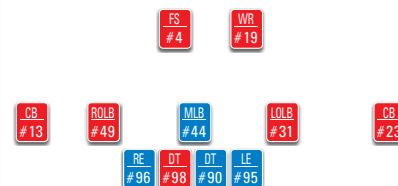
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Shotgun 5WR Trio	Shotgun Trips Over
Ace Big Twins	Shotgun Ace Twins	Shotgun Y Trips HB Wk
Ace Bunch	Shotgun Normal	Strong I Twins
Ace Slot	Shotgun Split Twins	Weak I Twins
I-Form Normal	Shotgun Split Y Flex	
I-Form Twins	Shotgun Spread Flex	
Shotgun 4WR Trio	Shotgun Spread Flex Wk	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#15	88	85	73	86	84
QB#11	83	75	64	88	82

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#24	86	89	88	75	77
HB#2	80	86	86	72	76
HB#34	79	93	89	59	73

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#45	58	72	62	59	56

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#10	87	89	91	91	86
WR#17	81	86	85	86	80
WR#84	78	90	87	84	80
WR#80	77	88	90	84	74

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#87	71	76	65	65	72
TE#85	56	59	59	65	63

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#78	87	89	68	87	89
LG#60	84	87	72	88	87
C#72	69	78	64	84	86
RG#70	90	93	86	87	90
RT#74	84	90	76	85	86

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#96	80	77	74	86	88
DT#90	83	64	90	78	79
DT#98	74	68	84	78	70
LE#95	85	79	80	89	85

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#44	84	80	76	90	73
ROLB#49	78	82	72	86	82
MLB#57	72	74	70	82	73
LOLB#31	70	80	64	74	80

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#23	78	91	72	78	79
CB#13	73	92	82	72	77
CB#21	72	89	87	79	70
CB#22	71	86	85	73	83

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#4	76	86	70	74	77
SS#19	70	89	61	65	60
SS#9	68	89	55	70	31



FLORIDA INTERNATIONAL UNIVERSITY Golden Panthers

CONFERENCE Sun Belt | LOCATION Miami, FL

REPORT CARD AND PROGRAM INFO

65

OVERALL

73

OFFENSE

62

DEFENSE

PROGRAM INFO

PRESTIGE: ★

ALL-TIME RECORD: 21–59–0

RIVALS: FAU

2008 SEASON RECAP

► 5–7 overall record

► 3–4 conference record

► 5th in Sun Belt

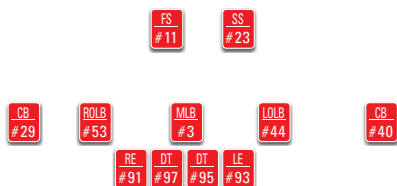
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Twin TE	Shotgun Normal	Shotgun Trips
Ace Twin TE Slot	Shotgun Normal HB Wk	Shotgun Trips HB Wk
Goal Line Normal	Shotgun Normal	Shotgun Wing Trips Wk
Pistol Ace	Wing Wk	Shotgun Y Trips
Pistol Ace Twins	Shotgun Spread	Shotgun Y Trips HB Wk
Pistol Twin TE	Shotgun Spread Flex	
Shotgun 4WR Trey	Shotgun Trio	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#14	87	82	70	86	85
QB#13	86	78	68	86	87

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#8	82	91	89	79	79
HB#26	73	80	83	72	75

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#27	66	78	68	59	52

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#9	81	87	87	89	78
WR#5	80	90	93	78	78
WR#84	80	91	91	87	76
WR#16	80	89	90	82	74

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#85	63	68	65	62	68

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#58	80	86	58	87	88
LG#71	77	85	55	80	90
C#76	77	85	61	87	86
RG#72	77	82	61	78	80
RT#79	83	92	68	86	86

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#91	60	74	68	68	63
DT#95	71	56	85	85	70
DT#97	68	65	80	80	70
LE#93	56	68	70	74	69

LINEBACKERS					
PLAYER	OVR	SPD	JMP	TAK	PUR
MLB#3	75	78	68	84	75
LOLB#44	72	78	72	82	81
MLB#13	72	82	66	82	69
LOLB#33	68	76	61	82	68

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#40	73	90	86	72	75
CB#29	70	89	80	73	72
CB#24	67	84	89	71	69
CB#21	67	88	84	64	70

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#11	68	88	66	59	57
FS#39	67	85	54	68	62
SS#23	59	84	61	62	59



FLORIDA Gators

CONFERENCE SEC (East) | LOCATION Gainesville, FL

REPORT CARD AND PROGRAM INFO

99

OVERALL

97

OFFENSE

99

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 641–373–40

RIVALS: FSU, MIA, S CAR, TENN

2008 SEASON RECAP

► 13–1 overall record

► 7–1 conference record

► Won FedEx BCS National Championship Game

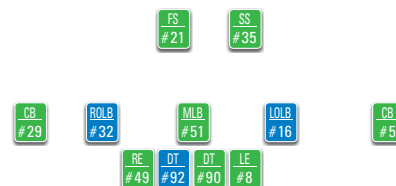
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Goal Line Normal	Shotgun Empty Wing	Shotgun Slot F Trips
Shotgun 4WR Trio	Trio	Shotgun Slot F Wing
Shotgun 5WR Trio	Shotgun Gator Heavy	Shotgun Split Offset
Shotgun Ace	Shotgun Normal	Shotgun Spread
Shotgun Empty Trey	Shotgun Normal Flex	Shotgun Trio HB Wk
Shotgun Empty Trey TE	Wing	Shotgun Wing Trio Wk
		Shotgun Y Trips HB Wk

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#15	99	84	92	94	92
QB#12	88	73	68	92	88

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#2	90	98	94	79	88
HB#3	90	96	98	72	96
HB#21	89	92	91	85	81

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#42	78	84	63	79	84

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#6	91	95	96	89	84
WR#83	90	90	91	94	87
WR#11	90	93	94	88	85
WR#16	88	91	94	92	84

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#81	93	88	90	78	89
TE#80	78	88	80	69	81

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#57	90	95	78	90	94
LG#66	89	91	65	89	89
C#56	94	91	74	90	91
RG#55	93	91	76	91	91
RT#76	89	88	75	87	88

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#49	91	83	77	85	87
DT#90	91	74	87	88	81
DT#92	89	61	88	88	79
LE#8	96	84	85	87	90

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#51	97	85	82	95	93
ROLB#32	88	82	72	87	94
MLB#41	88	84	80	86	91
LOLB#16	87	87	76	85	87

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#5	93	93	87	91	88
CB#29	90	90	89	90	87
CB#28	88	92	86	89	86
CB#4	87	92	82	86	82

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#21	95	92	86	92	99
SS#35	90	90	77	88	90
SS#10	87	92	68	83	83


NCAA FOOTBALL 10


FLORIDA ATLANTIC *Owls*

CONFERENCE Sun Belt | LOCATION Boca Raton, FL

REPORT CARD AND PROGRAM INFO

67

OVERALL

77

OFFENSE

62

DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 48-48-0

RIVALS: FIU

2008 SEASON RECAP

► 7-6 overall record

► 4-2 conference record

► Won Motor City Bowl

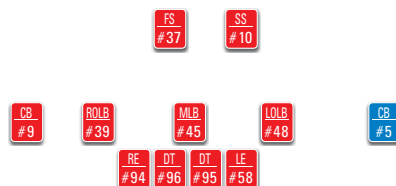
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Tight	Shotgun Split Y Flex
Ace Big Twins	I-Form Twins Flex	Shotgun Trips Over
Ace Spread Flex	I-Form Y Trips	Shotgun Y Trips HB Wk
Ace Y Trips	Shotgun 5WR Trey	Strong I Normal
Goal Line Normal	Shotgun Ace	Weak I Twins
I-Form Normal	Shotgun Double Flex	
I-Form Slot Flex	Shotgun Normal HB Wk	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#11	91	73	82	91	89	
QB#12	80	62	58	87	84	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#36	80	85	80	71	79	
HB#28	77	90	88	60	77	
HB#8	76	87	85	69	70	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#46	76	85	76	56	48	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#1	87	90	91	82	85	
WR#16	85	90	92	86	88	
WR#84	81	89	87	78	82	
WR#7	81	87	87	82	84	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#87	66	84	78	56	65	
TE#81	57	70	58	60	63	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#70	77	76	61	82	82	
LG#64	79	84	58	84	84	
C#68	86	87	70	86	86	
RG#72	85	85	70	86	84	
RT#76	78	88	58	82	88	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#94	65	62	80	78	60	
DT#95	72	56	82	85	78	
DT#96	72	59	85	78	69	
LE#58	57	72	62	70	78	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
MLB#45	67	80	64	78	70	
ROLB#39	67	78	64	74	83	
ROLB#47	65	82	70	72	79	
LOLB#48	64	76	52	78	75	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#5	83	91	88	81	89	
CB#9	75	91	88	77	82	
CB#35	72	89	84	74	75	
CB#21	70	89	86	71	76	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
SS#10	64	90	55	68	52	
FS#37	59	84	58	70	59	



FLORIDA STATE *Seminoles*

CONFERENCE ACC (Atlantic) | LOCATION Tallahassee, FL

REPORT CARD AND PROGRAM INFO

93

OVERALL

91

OFFENSE

96

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 459-221-17

RIVALS: UF, MIA, CLEM, UVA

2008 SEASON RECAP

► 9-4 overall record

► 5-3 conference record

► Won Champs Sports Bowl

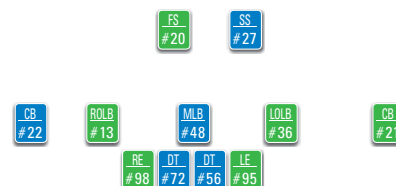
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Twin TE	Shotgun Normal
Ace Big Twins	I-Form Twins	Flex Wk
Ace Bunch	I-Form Y Trips	Shotgun Split Slot
Ace Slot Flex	Shotgun 4WR Trio	Shotgun Spread Flex
Ace Y Trips	Shotgun 4WR Trio Str	Shotgun Y Trips HB Wk
Goal Line Normal	Shotgun Ace Twins	Weak I Normal
I-Form Normal		

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#7	87	80	67	88	86	
QB#3	85	81	58	90	83	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#38	88	93	93	77	91	
HB#33	87	90	89	85	78	
HB#39	86	91	90	83	77	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#35	88	87	70	73	75	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#8	91	92	94	87	87	
WR#83	90	94	94	84	84	
WR#86	88	92	91	88	86	
WR#80	87	87	88	92	86	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#81	87	76	77	87	84	
TE#85	85	85	76	74	77	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#67	90	85	75	90	89	
LG#62	95	89	82	93	92	
C#60	87	87	68	87	88	
RG#79	86	87	66	88	88	
RT#77	88	87	71	90	88	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#98	91	85	79	88	85	
DT#56	89	68	88	88	81	
DT#72	89	65	92	85	77	
LE#95	90	82	79	86	87	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
LOLB#36	92	88	83	92	89	
ROLB#13	92	86	73	91	94	
MLB#48	89	87	72	86	92	
MLB#11	83	86	68	83	85	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#21	92	93	89	92	89	
CB#22	89	91	87	88	88	
CB#15	85	92	88	84	83	
CB#24	84	93	86	83	81	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#20	90	91	77	84	82	
SS#27	86	92	75	84	79	
FS#10	84	90	70	81	77	



FRESNO STATE Bulldogs

CONFERENCE WAC | LOCATION Fresno, CA

REPORT CARD AND PROGRAM INFO

74 **81** **73**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 536–366–29

RIVALS: SDSU, BOISE, SJSU, HAW

2008 SEASON RECAP

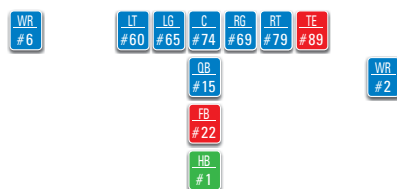
► 7–6 overall record

► 4–4 conference record

► Lost New Mexico Bowl

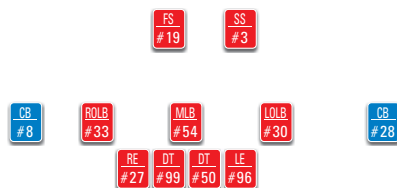
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Normal	Shotgun Spread
Ace Big Twins	I-Form Slot Flex	Flex Wk
Ace Bunch	I-Form Twin TE	Shotgun Y Trips
Ace Slot Flex	I-Form Twins	Strong I Normal
Ace Twin TE Flex	Shotgun 5WR Trio	Strong I Twin TE
Ace Y Trips	Shotgun Double Flex	Weak I Normal
Goal Line Normal	Shotgun Normal	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#15	82	65	62	89	84
QB#12	79	86	44	87	76

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#1	90	91	89	70	80
HB#21	87	90	88	70	79
HB#20	79	88	87	65	75

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#22	73	86	62	76	75

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#2	86	88	91	84	88
WR#6	86	92	92	86	80
WR#18	85	91	90	74	86
WR#5	82	90	90	86	81

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#89	88	80	78	82	85
TE#87	84	86	74	80	65

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#60	84	89	68	86	88
LG#65	82	81	72	87	86
C#74	87	85	58	84	84
RG#69	81	85	66	87	85
RT#79	81	89	66	82	91

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#27	63	72	68	72	75
DT#50	73	62	82	78	75
DT#99	71	56	87	84	78
LE#96	70	72	76	76	86

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
LOLB#30	77	85	64	86	86
MLB#54	75	82	72	82	92
ROLB#33	71	82	52	80	80
ROLB#32	69	78	70	76	83

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#28	85	94	88	82	83
CB#8	80	92	87	82	82
CB#4	77	89	88	79	83
CB#38	76	89	88	77	79

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#19	77	90	72	68	64
SS#3	70	88	78	68	57
FS#5	60	87	55	59	54



GEORGIA Bulldogs

CONFERENCE SEC (East) | LOCATION Athens, GA

REPORT CARD AND PROGRAM INFO

93 **91** **94**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 724–384–54

RIVALS: GT, CLEM, S CAR, AUB

2008 SEASON RECAP

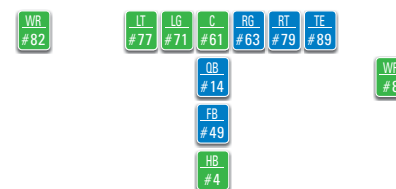
► 10–3 overall record

► 6–2 conference record

► Won Capital One Bowl

OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Slot Flex	Shotgun Normal
Ace Bunch	I-Form Tight	Shotgun Normal
Ace Slot Flex	I-Form Twin TE	HB Wk
Ace Twin TE Slot	I-Form Twins Flex	Shotgun Split Slot
Ace Y Trips	I-Form Y Trips	Shotgun Split Y Flex
Goal Line Normal	Shotgun Normal	Shotgun Trips Over
I-Form Normal	Flex Wk	Shotgun Y Trips HB Wk

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#14	86	68	77	88	87
QB#19	84	84	62	87	82

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#4	90	94	93	82	87
HB#22	87	91	91	80	89
HB#27	85	90	91	79	78

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#49	83	85	72	80	82

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#8	92	92	93	94	88
WR#82	90	90	91	89	90
WR#1	85	91	93	92	86
WR#16	84	89	91	93	86

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#89	88	80	78	82	85
TE#87	84	86	74	80	65

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#77	95	92	72	93	92
LG#71	93	90	75	91	93
C#61	91	89	61	87	88
RG#63	89	85	82	88	89
RT#79	89	92	69	89	89

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#41	89	80	81	80	91
DT#56	95	69	89	86	86
DT#95	92	67	90	87	81
LE#58	87	79	83	85	68

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#35	93	86	77	91	91
MLB#51	87	87	76	86	90
LOLB#52	86	86	73	82	88
MLB#44	86	84	74	86	88

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#23	90	94	84	88	86
CB#20	87	93	86	86	87
CB#2	85	94	88	83	85
CB#19	85	92	86	86	86

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#9	92	92	80	88	86
FS#3	87	93	76	81	85
FS#40	83	89	75	79	78


NCAA FOOTBALL 10


GEORGIA TECH Yellow Jackets

CONFERENCE ACC (Coastal) | LOCATION Atlanta, GA

REPORT CARD AND PROGRAM INFO

91

OVERALL

89

OFFENSE

93

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 665–446–43

RIVALS: UGA, CLEM

2008 SEASON RECAP

▶ 9–4 overall record

▶ 5–3 conference record

▶ Lost Chick-fil-A Bowl

OFFENSIVE STRENGTH CHART

FLEXBONE SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Flexbone Close	Flexbone Split Wing X	Flexbone Trips Right
Flexbone Normal	Flexbone Split Wing Z	Flexbone Twins Over
Flexbone Slot Left	Flexbone Tackle Over	Flexbone Wing
Flexbone Slot Right	Flexbone Trio Right	Flexbone Wing Trips
Flexbone Split	Flexbone Trips Left	Goal Line Tight

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#9	89	86	75	87	84
QB#11	85	86	61	86	83

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#20	90	92	92	76	90
HB#24	86	93	92	69	86
HB#3	84	94	92	67	87

FULLBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
FB#21	94	93	70	68	69
FB#36	85	86	66	79	79
FB#38	81	68	65	77	76

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#8	88	88	89	92	86
WR#84	85	92	90	88	83
WR#15	83	94	94	85	77
WR#6	81	87	87	90	78

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#75	88	89	75	87	89
LG#71	93	91	83	88	93
C#77	92	88	70	87	85
RG#70	84	86	67	92	87
RT#73	85	84	68	84	85

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#97	88	83	81	87	87
DT#90	84	65	91	88	75
DT#96	79	62	85	82	78
LE#91	92	81	84	78	89

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#51	90	85	79	89	90
ROLB#59	89	86	72	89	88
ROLB#34	84	88	65	84	85
MLB#56	82	82	66	84	83

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#2	90	92	89	90	88
CB#28	86	90	80	90	87
CB#25	84	90	80	86	85
CB#37	84	89	80	87	87

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#1	90	90	83	87	84
FS#22	89	93	76	87	83
SS#46	84	89	78	82	79



HAWAI'I Warriors

CONFERENCE WAC | LOCATION Honolulu, HI

REPORT CARD AND PROGRAM INFO

74

OVERALL

79

OFFENSE

74

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 510–381–26

RIVALS: FS, BOISE

2008 SEASON RECAP

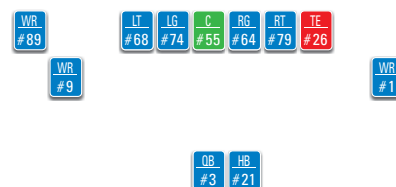
▶ 7–7 overall record

▶ 5–3 conference record

▶ Lost Sheraton Hawaii Bowl

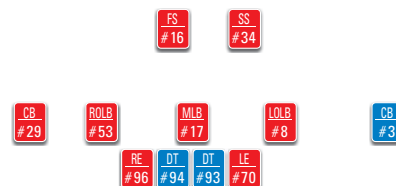
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace 4WR Trips	Shotgun Flanker Close	Shotgun Trips HB Wk
Ace Spread	Shotgun Normal Y-Slot	Shotgun Trips Open
Shotgun 4WR	Shotgun Spread	Shotgun Trips Open Str
Shotgun 4WR Trio	Shotgun Spread Flex Wk	Shotgun Wing Trips
Shotgun 5WR Trips	Shotgun Spread HB Wk	
Shotgun Bunch HB Str	Shotgun Tight	
Shotgun Double Flex	Shotgun Trips	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#3	86	70	64	92	86
QB#11	81	84	48	87	80

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#21	87	88	87	82	82
HB#4	86	92	90	81	77
HB#22	79	87	85	75	74

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#1	84	89	89	80	78
WR#89	82	92	94	80	82
WR#9	81	89	87	86	76
WR#5	80	89	90	84	78

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#26	61	88	76	44	72

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#68	86	89	68	80	86
LG#74	82	90	64	86	88
C#55	93	90	70	93	83
RG#64	86	88	76	90	85
RT#79	84	88	68	87	90

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#96	70	62	87	84	76
DT#93	82	62	91	84	81
DT#94	82	59	85	85	84
LE#70	69	68	84	78	86

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#44	78	82	50	85	76
ROLB#53	78	85	74	78	86
MLB#17	78	87	80	82	92
ROLB#13	70	84	61	76	77

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#3	83	91	91	84	81
CB#29	77	90	78	77	82
CB#12	74	89	87	77	79
CB#28	74	91	80	74	85

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#34	72	88	76	68	70
FS#16	70	92	64	74	68
FS#24	70	86	70	70	54



HOUSTON Cougars

CONFERENCE Conference USA (West) | LOCATION Houston, TX

REPORT CARD AND PROGRAM INFO

78 **79** **78**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 355–322–15

RIVALS: RICE, UTEP, TULSA

2008 SEASON RECAP

► 8–5 overall record

► 6–2 conference record

► Won Bell Helicopter Armed Services Bowl

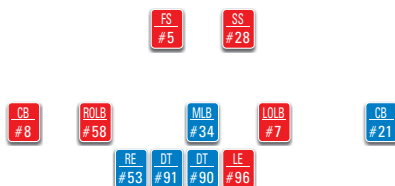
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Shotgun Big Flip	Shotgun Spread
Ace Big Flip	Shotgun Double Flex	Flex Wk
Ace Trey Open	Shotgun Normal Y Flex	Shotgun Trips
Goal Line Normal	Shotgun Normal Y Slot	Shotgun Trips HB Wk
Shotgun 4WR Trey	Shotgun Split Slot	Shotgun Trips Open
Shotgun 4WR Trey Str	Shotgun Split Y Flex	Shotgun Trips Open Str
Shotgun 5WR Trey	Shotgun Spread Flex	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#7	90	74	70	87	92	
QB#15	84	68	66	87	86	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#6	83	92	91	71	78	
HB#20	81	87	86	80	81	
HB#3	77	87	85	76	74	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#44	61	65	56	65	65	

WIDERECIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#8	82	89	89	86	80	
WR#82	80	88	90	85	80	
WR#19	80	86	86	89	80	
WR#88	79	90	89	76	78	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#87	72	76	70	65	76	
TE#18	62	62	56	74	60	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#74	88	92	50	91	93	
LG#70	82	86	52	82	84	
C#57	87	84	64	84	86	
RG#67	86	87	72	89	86	
RT#59	81	86	70	84	87	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#53	83	80	74	78	94	
DT#90	84	68	86	85	89	
DT#91	82	70	85	84	82	
LE#96	66	74	72	72	88	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
MLB#34	84	82	83	87	86	
MLB#4	76	84	76	85	88	
LOLB#7	73	80	70	80	84	
MLB#40	71	74	70	84	85	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#21	86	92	89	88	82	
CB#8	78	91	89	78	83	
CB#17	72	87	76	79	70	
CB#13	69	91	78	69	75	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#5	79	92	76	74	65	
SS#28	79	90	70	78	68	
FS#23	72	90	64	70	60	



IDAHO Vandals

CONFERENCE WAC | LOCATION Moscow, ID

REPORT CARD AND PROGRAM INFO

65 **73** **65**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★

ALL-TIME RECORD: 426–536–26

RIVALS: BOISE, WSU

2008 SEASON RECAP

► 2–10 overall record

► 1–7 conference record

► 9th in WAC

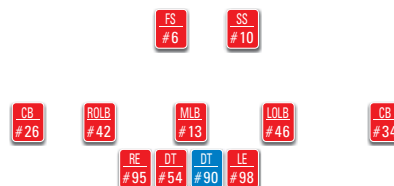
OFFENSIVE STRENGTH CHART

ACE SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Ace Twin TE	Shotgun Normal
Ace Big Twins	Ace Twin TE Slot	HB Wk
Ace Bunch	Ace Y Trips	Shotgun Split Slot
Ace Jumbo	Goal Line Normal	Shotgun Spread Flex
Ace Slot	Shotgun 4WR Trey Str	Shotgun Trips TE
Ace Spread	Shotgun 5WR Trio	Shotgun Y Trips
Ace Trips	Shotgun Normal	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#17	80	78	58	85	80	
QB#10	80	65	58	87	84	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#3	87	91	89	75	77	
HB#20	86	93	88	70	79	
HB#5	77	90	84	60	72	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#35	58	74	59	65	52	

WIDERECIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#22	84	95	96	86	80	
WR#81	83	94	94	70	78	
WR#16	76	87	80	76	80	
WR#2	72	82	85	84	78	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#89	62	68	65	65	61	
TE#80	60	70	68	62	70	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#66	73	80	58	80	84	
LG#77	83	91	70	86	89	
C#72	88	85	50	90	86	
RG#62	82	86	68	82	85	
RT#71	81	82	70	84	82	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#95	66	62	74	82	72	
DT#90	80	62	84	82	80	
DT#54	71	56	84	76	67	
LE#98	70	62	78	78	68	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
LOLB#46	66	80	61	72	74	
ROLB#23	66	82	58	70	71	
ROLB#42	66	80	61	62	84	
MLB#13	61	72	61	78	85	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#34	79	91	88	81	75	
CB#26	69	86	86	74	74	
CB#4	68	87	86	70	70	
CB#39	66	86	86	73	70	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#6	66	91	48	65	39	
SS#10	65	86	70	68	55	
SS#37	63	82	70	59	57	


**NCAA
FOOTBALL 10**

ILLINOIS *Fighting Illini*

 CONFERENCE **Big Ten** | LOCATION **Champaign, IL**

REPORT CARD AND PROGRAM INFO

84

OVERALL

91

OFFENSE

81

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 560–514–49

RIVALS: NU, PUR, IU, MIZ

2008 SEASON RECAP

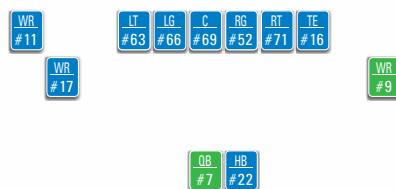
▶ 5–7 overall record

▶ 3–5 conference record

▶ 8th in Big Ten

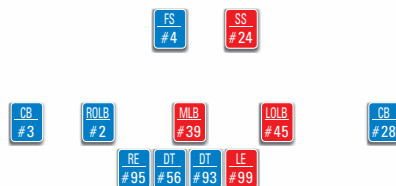
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Slot	Shotgun 4WR Trio Str	Shotgun Trips
Ace Y Trips	Shotgun 5WR Trips	Shotgun Trips HB Wk
Goal Line Normal	Shotgun Normal	Shotgun Trips Open Str
I-Form Normal	Shotgun Normal HB Wk	Shotgun Y Trips
I-Form Slot	Shotgun Normal Y Slot	Shotgun Y Trips HB Wk
I-Form Tight	Shotgun Split Slot	
Shotgun 4WR Trio	Shotgun Spread HB Wk	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#7	92	86	72	88	88
QB#10	88	82	61	89	86

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#22	87	91	88	78	82
HB#23	83	90	86	79	72
HB#26	81	93	90	70	78

FULLBACKS					
PLAYER	OVR	SPD	CTH	PBK	PBK
FB#41	73	79	68	59	65

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#9	97	94	96	87	88
WR#11	89	94	97	85	80
WR#17	86	87	88	88	83
WR#6	83	89	90	90	81

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#16	88	79	79	83	71
TE#83	80	74	76	76	70

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	PBK
LT#63	87	87	68	87	87
LG#66	87	89	75	88	89
C#69	89	88	54	90	93
RG#52	83	88	80	86	89
RT#71	88	91	61	90	93

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#95	80	76	76	78	85
DT#93	82	69	86	85	79
DT#56	81	68	85	84	78
LE#99	77	74	80	80	86

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#2	85	85	71	82	89
MLB#39	75	78	64	85	75
ROLB#41	70	85	61	74	82
LOLB#45	69	80	70	76	73

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#28	86	92	86	88	86
CB#3	85	94	89	83	82
CB#14	81	91	80	85	80
CB#27	80	92	84	80	70

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#4	84	92	66	72	70
FS#31	75	87	58	72	58
SS#24	72	90	66	70	61


INDIANA *Hoosiers*

 CONFERENCE **Big Ten** | LOCATION **Bloomington, IN**

REPORT CARD AND PROGRAM INFO

84

OVERALL

81

OFFENSE

86

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 439–603–44

RIVALS: PUR, ILLINI, MSU

2008 SEASON RECAP

▶ 3–9 overall record

▶ 1–7 conference record

▶ 11th in Big Ten

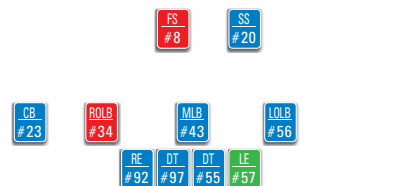
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Shotgun 5WR Trio	Shotgun Trips Over
Ace Big Twins	Shotgun Ace Wing Wk	Shotgun Trips TE
Ace Twin TE Slot	Shotgun Normal	Shotgun Wildcat
Ace Y Trips	Shotgun Normal HB Wk	Shotgun Y Trips
Goal Line Normal	Shotgun Normal	Shotgun Y Trips HB Wk
Pistol Y Trips	Wing TE	
Shotgun 4WR Trio	Shotgun Spread Flex	
Shotgun 4WR Trio Str	Shotgun Spread Flex Wk	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#4	84	76	55	88	86
QB#5	76	59	58	85	82

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#27	85	90	89	71	74
HB#22	84	90	92	75	76
HB#33	82	88	90	73	77

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#7	87	90	91	86	84
WR#6	85	90	90	84	88
WR#81	84	88	90	86	78
WR#19	82	92	92	88	76

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#41	73	74	70	79	68
TE#87	69	76	68	65	65

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	PBK
LT#76	87	88	72	89	86
LG#72	88	85	64	84	86
C#71	86	88	70	87	88
RG#79	87	87	72	87	88
RT#68	83	87	74	86	86

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#92	89	76	84	86	84
DT#55	86	62	89	89	79
DT#97	81	56	89	86	71
LE#57	92	80	77	86	90

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
LOLB#56	81	84	84	80	88
MLB#43	80	82	76	84	84
MLB#46	77	76	65	85	78
ROLB#34	74	82	66	82	78

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#10	83	90	84	82	87
CB#23	81	90	89	81	85
CB#18	79	89	85	79	86
CB#4	75	87	84	76	80

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#20	85	89	79	85	75
SS#14	83	92	73	81	82
FS#8	77	91	72	70	73



IOWA Hawkeyes

CONFERENCE Big Ten | LOCATION Iowa City, IA

REPORT CARD AND PROGRAM INFO

76 **83** **74**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 569–510–39

RIVALS: ISU, WISC, MINN

2008 SEASON RECAP

► 9–4 overall record

► 5–3 conference record

► Won Outback Bowl

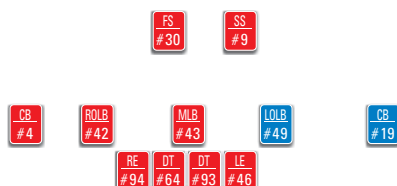
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Normal	Shotgun Y Trips
Ace Big Twins	I-Form Tight	Shotgun Y Trips HB Wk
Ace Slot	I-Form Twin TE	Strong I Normal
Ace Twin TE	I-Form Twins	Strong I Twins
Ace Twin TE Slot	Shotgun Normal	Weak I Normal
Ace Y Trips	Shotgun Normal	Weak I Twins
Goal Line Normal	HB Wk	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#12	88	83	65	87	87	
QB#14	82	68	59	90	84	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#27	85	91	92	70	84	
HB#44	79	87	86	68	82	
HB#32	78	91	90	82	88	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#47	63	66	60	66	64	

WIDERECIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#22	87	90	90	82	84	
WR#15	86	90	92	80	85	
WR#86	81	88	87	83	82	
WR#17	81	90	92	83	84	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#81	75	80	82	62	84	
TE#82	69	72	76	64	76	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#79	88	89	68	87	89	
LG#63	83	88	61	87	85	
C#67	79	82	55	82	80	
RG#68	83	88	64	88	86	
RT#60	88	93	70	88	86	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#94	66	65	80	76	80	
DT#93	71	74	80	76	66	
DT#64	71	68	78	80	70	
LE#46	70	74	78	76	82	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
LOLB#49	80	85	70	82	84	
ROLB#42	79	82	74	84	80	
MLB#43	78	80	78	86	84	
MLB#55	74	82	68	80	82	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#19	84	88	88	84	84	
CB#4	79	92	92	72	82	
CB#2	74	89	90	70	78	
CB#34	74	86	90	72	78	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
SS#9	75	87	68	76	58	
FS#30	71	90	69	65	59	
FS#40	68	90	60	64	66	



IOWA STATE Cyclones

CONFERENCE Big 12 (North) | LOCATION Ames, IA

REPORT CARD AND PROGRAM INFO

73 **77** **71**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 480–577–46

RIVALS: IOWA, MIZ

2008 SEASON RECAP

► 2–10 overall record

► 0–8 conference record

► 6th in Big 12

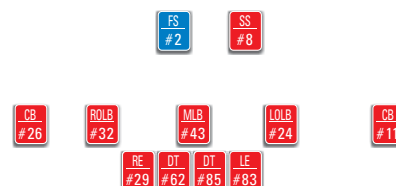
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Shotgun Ace Wing Wk	Shotgun Trips
Ace Slot	Shotgun Bunch HB Str	Shotgun Trips HB Wk
Goal Line Normal	Shotgun Normal	Shotgun Trips Open
Pistol Ace Twins	Shotgun Normal Y Slot	Shotgun Trips Open Str
Pistol H Twins	Shotgun Split Slot	Shotgun Wing Trips Wk
Shotgun 5WR	Shotgun Spread	
Shotgun 5WR Trips	Shotgun Spread HB Wk	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#4	85	74	70	90	82	
QB#7	83	86	52	84	82	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#3	85	90	90	78	78	
HB#6	84	87	87	88	76	
HB#33	84	90	88	74	79	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#29	64	78	62	59	52	

WIDERECIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#5	87	92	93	93	80	
WR#85	85	93	94	82	74	
WR#82	82	85	86	85	82	
WR#81	81	86	88	90	80	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#84	62	70	65	62	62	
TE#88	62	72	68	59	66	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#75	84	85	50	91	86	
LG#66	86	87	68	85	88	
C#60	85	84	59	81	82	
RG#70	87	82	70	89	85	
RT#63	86	87	64	88	86	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#29	73	74	72	78	77	
DT#85	74	62	86	80	70	
DT#62	70	52	88	78	75	
LE#83	71	74	70	72	90	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
MLB#43	73	84	68	80	72	
MLB#40	72	82	68	82	75	
MLB#35	71	84	58	86	82	
LOLB#24	69	80	64	78	73	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#11	78	92	84	75	70	
CB#26	75	91	88	76	85	
CB#12	75	95	88	70	72	
CB#21	74	86	85	75	89	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#2	80	93	68	74	61	
SS#8	74	89	68	68	65	
FS#4	68	90	58	62	58	


NCAA FOOTBALL 10


KANSAS Jayhawks

CONFERENCE Big 12 (North) | LOCATION Lawrence, KS

REPORT CARD AND PROGRAM INFO

78

OVERALL

87

OFFENSE

75

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 562–545–58

RIVALS: MIZ, KSU

2008 SEASON RECAP

► 8–5 overall record

► 4–4 conference record

► Won Insight Bowl

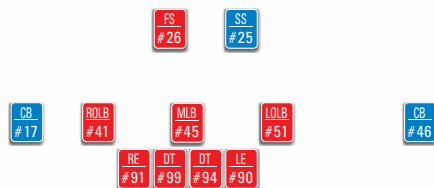
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Bunch	Shotgun Bunch HB Str	Shotgun Spread Flex
Ace Slot	Shotgun Double Flex	Shotgun Spread Flex Wk
Ace Y Trips	Shotgun Normal	Shotgun Trips HB Wk
Goal Line Normal	Shotgun Normal HB Wk	Shotgun Wing Trips
I-Form Slot Flex	Shotgun Normal Y Slot	Shotgun Y Trips HB Wk
Shotgun 4WR Trey Str	Shotgun Split Slot	
Shotgun 5WR Flex Trio	Shotgun Split Y Flex	

PLAYER	OVR	SPD	AWR	THP	THA
QB#5	93	76	84	88	93
QB#2	84	76	59	88	84

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#1	88	90	88	84	77
HB#3	86	87	86	89	77
HB#6	80	88	86	80	86

PLAYER	OVR	SPD	CTH	RBK	PBK
FB#31	65	74	65	56	56

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#80	92	89	89	86	93
WR#10	87	88	89	85	86
WR#81	85	91	92	88	85
WR#85	82	88	90	89	78

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#86	75	76	76	63	74
TE#87	73	82	74	62	68

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#77	90	86	76	91	85
LG#67	79	86	65	84	84
C#62	83	87	69	92	89
RG#78	90	93	66	88	87
RT#63	90	87	66	86	89

PLAYER	OVR	SPD	STR	TAK	PUR
RE#91	73	74	68	78	77
DT#94	77	62	89	83	76
DT#99	77	59	88	82	79
LE#90	72	79	72	78	74

PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#51	75	85	66	82	79
ROLB#41	73	82	66	80	76
LOLB#58	71	74	79	82	78
ROLB#22	71	86	60	78	70

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#46	82	90	84	83	80
CB#17	82	90	88	82	81
CB#35	76	87	84	76	75
CB#27	75	88	86	78	78

PLAYER	OVR	SPD	AWI	TAK	POW
SS#25	82	90	80	80	78
FS#26	71	88	70	68	64
FS#16	70	91	70	62	45



KANSAS STATE Wildcats

CONFERENCE Big 12 (North) | LOCATION Manhattan, KS

REPORT CARD AND PROGRAM INFO

78

OVERALL

77

OFFENSE

80

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 452–598–41

RIVALS: KU, NEB

2008 SEASON RECAP

► 5–7 overall record

► 2–6 conference record

► 4th in Big 12 North

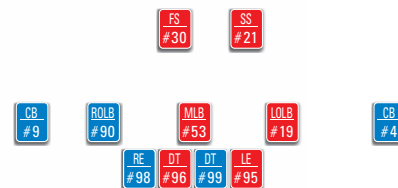
OFFENSIVE STRENGTH CHART

ACE SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Goal Line Normal	Shotgun Empty Trey
Ace Bunch	I-Form Normal	Shotgun Normal
Ace Jumbo	I-Form Tight	Shotgun Split
Ace Slot	I-Form Twins	Shotgun Split Y Flex
Ace Twin TE	Shotgun 4WR Trey Str	Shotgun Y Trips
Ace Twin TE Slot	Shotgun Bunch HB Str	Strong I Twins
Ace Y Trips	Shotgun Double Flex	

PLAYER	OVR	SPD	AWR	THP	THA
QB#13	82	74	48	87	84
QB#14	81	68	66	86	84

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#9	87	90	90	76	77
HB#34	84	90	93	60	65
HB#37	82	87	87	76	78

PLAYER	OVR	SPD	CTH	RBK	PBK
FB#44	63	78	56	56	56

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#17	89	95	95	86	80
WR#15	89	95	94	86	83
WR#18	87	91	91	88	86
WR#88	85	90	92	90	80

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#85	74	72	74	62	56
TE#80	69	74	70	62	76

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#71	88	95	72	86	87
LG#76	85	85	74	91	89
C#54	84	82	66	84	85
RG#73	83	90	50	72	72
RT#63	84	86	68	91	88

PLAYER	OVR	SPD	STR	TAK	PUR
RE#98	81	75	78	80	88
DT#99	80	56	91	88	78
DT#96	78	62	88	84	75
LE#95	69	82	70	72	91

PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#90	80	85	80	86	85
MLB#53	78	80	70	80	91
MLB#39	77	87	76	82	92
MLB#59	77	80	70	86	76

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#4	88	93	88	90	87
CB#9	84	94	88	85	87
CB#23	76	87	87	75	81
CB#22	74	91	84	86	62

PLAYER	OVR	SPD	AWI	TAK	POW
FS#30	79	90	66	76	63
SS#21	75	92	70	76	65
FS#36	73	86	72	70	53



KENT STATE Golden Flashes

CONFERENCE Mid-American (East) | LOCATION Kent, OH

REPORT CARD AND PROGRAM INFO

71

OVERALL

77

OFFENSE

70

DEFENSE

PROGRAM INFO

PRESTIGE: ★

ALL-TIME RECORD: 301-484-28

RIVALS: ZIPS, BGSU

2008 SEASON RECAP

► 4-8 overall record

► 3-5 conference record

► 6th in Mid-American East

OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

3-4 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Shotgun Double Flex	Shotgun Trips TE
Ace Big Twins	Shotgun Normal HB Wk	Shotgun Y Trips HB Wk
Ace Slot	Shotgun Normal Y Slot	Strong H Pro
Ace Twin TE	Shotgun Spread HB Wk	Weak H Pro
Ace Y Trips	Shotgun Trips	Weak H Twins
Goal Line Normal	Shotgun Trips HB Wk	
Shotgun 5WR	Shotgun Trips Over	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#12	81	62	58	87	85	
QB#14	80	80	52	85	81	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#6	91	92	96	76	82	
HB#25	81	88	89	73	79	
HB#36	79	89	92	82	85	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#7	61	68	59	79	76	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#3	85	94	96	87	74	
WR#9	83	90	90	78	82	
WR#85	79	89	89	84	72	
WR#10	77	88	87	88	76	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#24	73	80	74	59	69	
TE#28	70	68	65	56	61	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#71	82	88	64	86	84	
LG#75	74	82	64	82	86	
C#55	88	84	61	86	86	
RG#66	86	89	72	84	84	
RT#72	80	89	61	80	86	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#94	70	78	70	74	84	
DT#74	82	72	78	80	85	
DT#67	79	68	82	85	82	
LE#52	67	70	72	76	76	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
MLB#11	77	87	74	84	81	
LOLB#54	70	78	55	80	83	
ROLB#51	70	78	66	74	73	
MLB#35	68	78	64	74	76	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#2	74	91	85	65	80	
CB#37	73	86	82	70	79	
CB#12	71	90	87	72	86	
CB#21	68	90	80	69	75	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#31	75	87	64	68	33	
FS#27	70	86	66	65	60	
SS#23	69	87	58	70	61	



KENTUCKY Wildcats

CONFERENCE SEC (East) | LOCATION Lexington, KY

REPORT CARD AND PROGRAM INFO

76

OVERALL

77

OFFENSE

77

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 560-552-44

RIVALS: UL, TENN

2008 SEASON RECAP

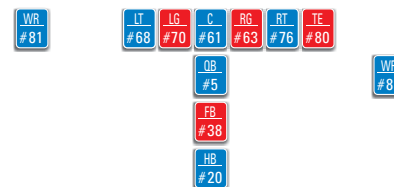
► 7-6 overall record

► 2-6 conference record

► Won AutoZone Liberty Bowl

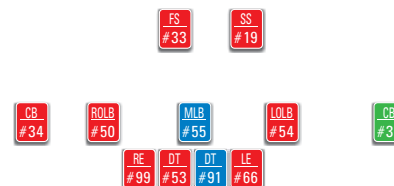
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace 4WR Trips	I-Form Tight	Shotgun Trips Over
Ace Bunch	I-Form Twins	Shotgun Wing Trips Wk
Ace Slot	Shotgun Normal HB Wk	Shotgun Y Trips
Ace Y Trips	Shotgun Split Slot	Strong I Normal
Goal Line Normal	Shotgun Split Twins	Strong I Tight
I-Form Normal	Shotgun Spread Flex	
I-Form Slot Flex	Shotgun Trips	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#5	84	62	61	90	86	
QB#12	83	87	54	90	78	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#20	86	90	91	78	87	
HB#29	85	93	92	81	85	
HB#37	83	90	90	80	86	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#38	66	65	59	68	62	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#85	86	86	87	88	86	
WR#81	80	87	87	82	82	
WR#17	80	91	90	87	77	
WR#3	78	88	84	88	82	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#80	73	76	72	62	62	
TE#86	70	74	70	65	71	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#68	82	88	68	86	86	
LG#70	78	84	61	85	84	
C#61	86	89	66	89	84	
RG#63	79	85	52	82	82	
RT#76	87	91	72	87	88	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#99	78	76	80	80	80	
DT#91	80	62	86	88	80	
DT#53	79	62	84	84	79	
LE#66	72	74	80	78	74	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
MLB#55	81	80	78	86	86	
LOLB#54	71	78	64	87	77	
LOLB#57	70	78	70	78	77	
MLB#43	70	80	64	78	72	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#32	95	93	87	96	96	
CB#34	79	89	80	75	81	
CB#24	76	91	82	79	74	
CB#40	74	89	84	74	76	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
SS#19	79	91	65	78	70	
FS#33	71	86	74	74	64	
SS#27	69	82	70	78	60	


NCAA FOOTBALL 10


LOUISIANA TECH Bulldogs

CONFERENCE WAC | LOCATION Ruston, LA

REPORT CARD AND PROGRAM INFO

73

OVERALL

83

OFFENSE

70

DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 546–407–36

RIVALS: ULL, ULM

2008 SEASON RECAP

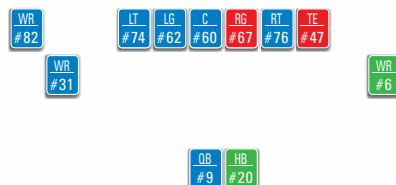
▶ 8–5 overall record

▶ 5–3 conference record

▶ Won Independence Bowl

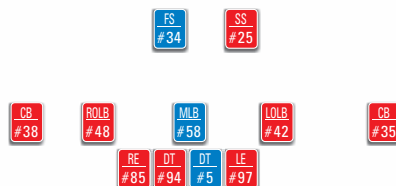
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Shotgun Empty Trey	Shotgun Wing Trips
Ace Slot	Shotgun Normal	Shotgun Y Trips
Ace Twin TE	Shotgun Normal HB Wk	Strong H Pro
Ace Y Trips	Shotgun Split Slot	Strong H Twins
Goal Line Normal	Shotgun Spread HB Wk	Weak H Pro
I-Form Normal	Shotgun Trips	
Shotgun 5WR Trio	Shotgun Trips HB Wk	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#9	84	78	65	89	80	
QB#15	81	62	55	89	85	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#20	90	91	93	88	82	
HB#2	83	88	90	82	78	
HB#26	80	87	88	75	81	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#43	74	74	68	65	56	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#6	90	95	96	82	82	
WR#82	86	90	91	84	84	
WR#31	82	93	94	72	76	
WR#81	80	91	92	97	78	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#47	72	68	76	65	68	
TE#49	69	80	74	62	67	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#74	82	90	66	89	85	
LG#62	82	86	66	86	88	
C#60	80	80	68	82	86	
RG#67	79	88	58	86	88	
RT#76	86	90	61	88	87	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#85	63	74	76	70	81	
DT#5	81	60	91	85	75	
DT#94	76	52	86	86	76	
LE#97	68	59	84	84	64	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
MLB#58	83	76	78	86	91	
LOLB#42	70	80	55	78	75	
LOLB#55	67	82	58	76	76	
ROLB#48	66	79	68	79	77	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#35	76	89	84	70	79	
CB#38	72	86	88	80	65	
CB#28	69	90	80	70	73	
CB#11	68	86	76	69	75	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#34	85	92	84	76	86	
SS#25	76	86	74	76	69	
FS#4	65	87	61	62	58	



LOUISVILLE Cardinals

CONFERENCE Big East | LOCATION Louisville, KY

REPORT CARD AND PROGRAM INFO

76

OVERALL

81

OFFENSE

75

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 438–420–17

RIVALS: UK, CIN, MEM

2008 SEASON RECAP

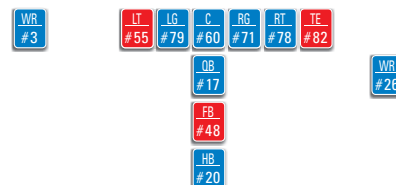
▶ 5–7 overall record

▶ 1–6 conference record

▶ 7th in Big East

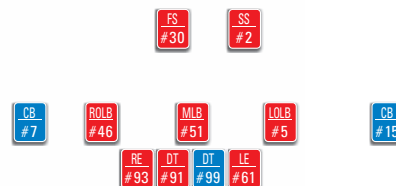
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace 4WR Trips	I-Form Normal	Shotgun Spread Flex Wk
Ace Big	I-Form Tight	Shotgun Trips HB Wk
Ace Slot	I-Form Twins	Shotgun Y Trips HB Wk
Ace Spread	Shotgun Ace Twins	Strong I Normal
Ace Twin TE	Shotgun Double Flex	Weak I Normal
Ace Y Trips	Shotgun Normal	
Goal Line Normal	Shotgun Split	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#17	83	70	66	86	85	
QB#9	83	82	61	85	84	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#20	89	92	91	73	82	
HB#8	84	86	87	69	93	
HB#33	82	86	84	81	86	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#48	56	74	56	68	59	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#26	88	92	94	87	80	
WR#3	87	92	94	84	82	
WR#84	86	90	91	88	84	
WR#88	83	93	95	84	82	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#82	70	80	78	58	66	
TE#83	68	78	78	59	68	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#55	79	85	61	84	84	
LG#79	85	89	58	84	82	
C#60	88	87	66	86	84	
RG#71	88	84	76	86	87	
RT#78	87	89	70	86	86	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#93	66	70	78	78	78	
DT#99	83	64	89	80	79	
DT#91	77	56	89	86	84	
LE#61	78	79	77	82	78	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
MLB#51	76	80	72	82	79	
LOLB#5	74	78	64	82	83	
LOLB#43	69	76	70	76	75	
MLB#50	68	78	70	76	78	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#15	81	93	91	79	78	
CB#7	80	91	90	79	79	
CB#22	76	96	93	73	72	
CB#28	75	91	85	75	73	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#30	76	90	68	78	69	
SS#2	76	88	68	77	80	
FS#6	71	90	66	70	60	



LSU Tigers

CONFERENCE SEC (West) | LOCATION Baton Rouge, LA

REPORT CARD AND PROGRAM INFO

89

OVERALL

93

OFFENSE

87

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★★

ALL-TIME RECORD: 701-383-47

RIVALS: ARK, BAMA, TUL, AUB

2008 SEASON RECAP

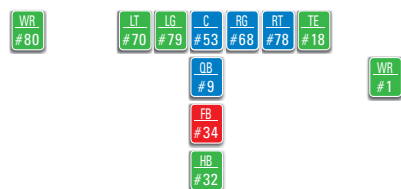
► 8-5 overall record

► 3-5 conference record

► Won Chick-fil-A Bowl

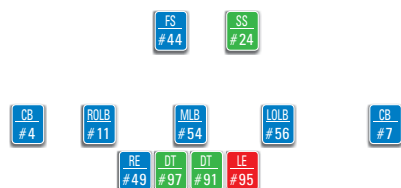
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Tight	Shotgun Normal
Ace Bunch	I-Form Twin TE	Shotgun Spread Flex
Ace Slot	I-Form Twins Flex	Shotgun Spread Flex Wk
Ace Twin TE	I-Form Y Trips	Shotgun Y Trips HB Wk
Ace Y Trips	Pistol Y Trips	Strong I Normal
Goal Line Normal	Shotgun 4WR Trio	
I-Form Normal	Shotgun 5WR Trio	

PLAYER	OVR	SPD	AWR	THP	THA
QB#9	89	84	71	88	85
QB#10	83	88	55	86	81

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#32	94	90	89	96	89
HB#5	91	92	91	88	82
HB#26	87	89	88	88	79

PLAYER	OVR	SPD	CTH	RBK	PBK
FB#34	72	76	68	78	78

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#1	93	91	93	93	92
WR#80	90	93	93	93	86
WR#86	87	92	94	86	82
WR#3	86	87	89	92	85

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#18	90	86	85	77	86
TE#83	82	78	79	78	75

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#70	98	93	82	94	96
LG#79	92	86	50	95	98
C#53	87	85	61	87	88
RG#68	86	86	65	86	85
RT#78	87	91	77	86	88

PLAYER	OVR	SPD	STR	TAK	PUR
RE#49	81	75	80	82	88
DT#91	92	64	90	90	84
DT#97	91	59	94	89	81
LE#95	79	79	82	83	86

PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#56	84	86	66	80	83
ROLB#11	84	86	74	84	88
MLB#54	83	84	70	84	86
LOLB#17	79	87	61	78	80

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#7	88	91	92	89	86
CB#4	84	94	92	85	84
CB#29	84	91	88	86	86
CB#15	79	90	89	82	80

PLAYER	OVR	SPD	AWI	TAK	POW
SS#24	90	93	86	74	93
SS#3	85	92	70	70	84
FS#44	84	90	68	76	81



MARSHALL Thundering Herd

CONFERENCE Conference USA (East) | LOCATION Huntington, WV

REPORT CARD AND PROGRAM INFO

74

OVERALL

81

OFFENSE

74

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 516-495-47

RIVALS: WVU, UCF, OHIO, ECU

2008 SEASON RECAP

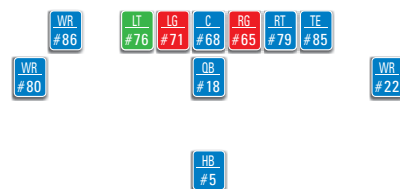
► 4-8 overall record

► 3-5 conference record

► 4th in Conference USA East

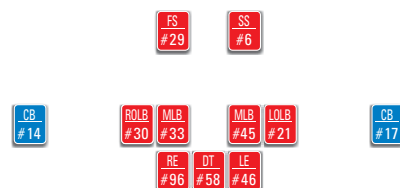
OFFENSIVE STRENGTH CHART

ACE SET



DEFENSIVE STRENGTH CHART

3-4 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Ace Y Trips	Shotgun Spread
Ace Big Twins	Goal Line Normal	Shotgun Spread Flex Wk
Ace Jumbo	Shotgun 4WR Trey Str	Shotgun Trips Over
Ace Slot	Shotgun 5WR Trey	Shotgun Y Trips
Ace Spread	Shotgun Ace Twins Wk	
Ace Trips	Shotgun Double Flex	
Ace Twin TE	Shotgun Normal	
Ace Twin TE Slot	Flex Wk	

PLAYER	OVR	SPD	AWR	THP	THA
QB#18	81	59	58	86	88
QB#12	81	56	70	89	85

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#5	88	89	86	84	80
HB#27	80	82	87	74	80
HB#2	76	87	82	70	72

PLAYER	OVR	SPD	CTH	RBK	PBK
FB#83	64	74	74	56	52

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#22	88	95	98	89	76
WR#80	86	90	92	88	80
WR#86	84	90	88	82	76
WR#23	84	90	91	86	80

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#85	89	85	78	79	86
TE#16	72	76	76	62	72

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#76	90	98	68	84	88
LG#71	78	87	64	88	89
C#68	80	85	55	82	84
RG#65	76	78	64	82	86
RT#79	83	88	70	89	86

PLAYER	OVR	SPD	STR	TAK	PUR
RE#96	74	82	72	74	90
DT#58	74	59	84	82	67
DT#95	72	68	80	78	61
LE#46	71	76	68	76	86

PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#45	75	74	80	82	75
ROLB#30	75	78	74	82	89
LOLB#21	71	76	74	82	80
MLB#33	70	78	64	78	78

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#17	84	92	82	89	82
CB#14	81	91	84	87	89
CB#20	77	89	82	82	81
CB#25	74	86	85	76	78

PLAYER	OVR	SPD	AWI	TAK	POW
FS#29	71	90	66	70	65
SS#6	71	86	70	70	64
SS#19	68	87	74	70	66


NCAA FOOTBALL 10


MARYLAND Terrapins

CONFERENCE ACC (Atlantic) | LOCATION College Park, MD

REPORT CARD AND PROGRAM INFO

80

OVERALL

85

OFFENSE

77

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 600–524–43

RIVALS: UVA, WVU

2008 SEASON RECAP

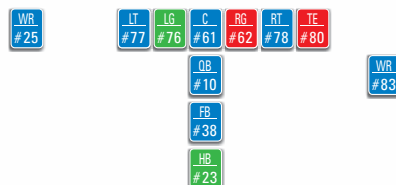
► 8–5 overall record

► 4–4 conference record

► Won Roady's Humanitarian Bowl

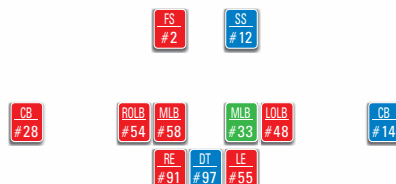
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

3-4 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Tight	Shotgun Spread Flex
Ace Big Twins	I-Form Twin TE	Shotgun Spread HB Wk
Ace Slot	I-Form Y Trips	Shotgun Wing Trips
Ace Twin TE	Shotgun 5WR Trips	Strong I Normal
Ace Y Trips	Shotgun Ace	Weak I Twin TE
Goal Line Normal	Shotgun Normal HB Wk	
I-Form Normal	Shotgun Split	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#10	87	71	74	89	87	
QB#12	86	84	56	87	84	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#23	91	93	92	74	90	
HB#22	84	92	89	70	76	
HB#5	83	90	91	72	78	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#38	87	81	71	83	82	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#83	87	92	91	84	83	
WR#25	87	90	90	90	81	
WR#18	82	90	91	88	80	
WR#85	81	91	92	85	80	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#80	72	76	68	62	67	
TE#34	69	78	70	63	71	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#77	87	92	72	87	88	
LG#76	92	90	81	89	93	
C#61	89	89	64	86	89	
RG#62	79	85	55	84	82	
RT#78	83	92	49	92	92	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#91	71	80	74	72	90	
DT#97	82	59	82	86	76	
DT#94	79	68	87	84	75	
LE#55	70	70	76	78	82	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
MLB#33	91	86	75	92	86	
MLB#58	76	84	61	78	79	
MLB#44	75	82	74	80	84	
LOLB#48	72	88	50	80	78	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#14	83	95	88	80	78	
CB#28	79	91	89	80	80	
CB#6	79	95	86	70	75	
CB#9	79	92	90	78	75	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
SS#12	85	89	58	68	47	
FS#2	77	89	68	72	61	
FS#1	76	90	70	72	85	



MEMPHIS Tigers

CONFERENCE Conference USA (East) | LOCATION Memphis, TN

REPORT CARD AND PROGRAM INFO

73

OVERALL

83

OFFENSE

68

DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 433–450–33

RIVALS: UL, USM, UAB, MISS

2008 SEASON RECAP

► 6–7 overall record

► 4–4 conference record

► Lost MagicJack Bowl

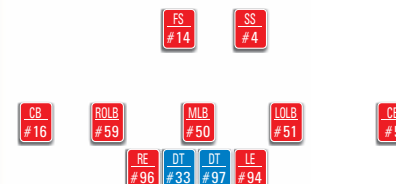
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Y Trips	Shotgun Spread Flex Wk
Ace Slot	Shotgun 4WR Trey Str	Shotgun Trips HB Wk
Ace Trips	Shotgun 5WR Trey	Shotgun Trips TE
Ace Y Trips	Shotgun Normal	Shotgun Y Trips
Goal Line Normal	Shotgun Normal HB Wk	Shotgun Y Trips HB Wk
I-Form Normal	Shotgun Split Slot	
I-Form Slot Flex	Shotgun Spread Flex	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#8	85	70	66	89	85	
QB#10	83	80	58	86	84	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#26	88	92	90	60	80	
HB#24	84	90	89	84	64	
HB#5	84	93	91	80	62	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#35	68	74	56	65	68	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#22	91	91	91	91	88	
WR#89	89	89	88	99	86	
WR#1	83	91	91	78	83	
WR#29	82	87	88	85	82	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#81	78	79	73	75	67	
TE#11	77	80	78	65	87	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#75	84	92	52	88	85	
LG#67	78	87	74	89	86	
C#64	82	88	65	86	84	
RG#77	81	90	61	88	86	
RT#66	79	84	68	86	84	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#96	63	62	74	78	83	
DT#97	87	66	85	82	85	
DT#33	86	68	89	87	81	
LE#94	66	74	76	72	82	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
MLB#50	68	72	68	78	73	
ROLB#59	66	84	74	78	90	
LOLB#51	65	78	61	78	75	
ROLB#48	65	84	55	74	81	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#5	77	92	82	80	74	
CB#16	72	89	82	78	72	
CB#19	71	86	80	60	78	
CB#7	68	87	88	72	65	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#14	73	86	78	72	54	
SS#4	72	90	76	76	30	
FS#6	70	86	58	56	37	



MIAMI Hurricanes

CONFERENCE ACC (Coastal) | LOCATION Miami, FL

REPORT CARD AND PROGRAM INFO

91 **91** **93**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 544–310–19

RIVALS: FSU, UF, VT

2008 SEASON RECAP

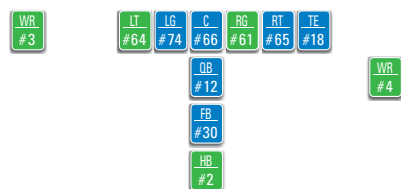
► 7–6 overall record

► 4–4 conference record

► Lost Emerald Bowl

OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Goal Line Normal	Shotgun Normal
Ace Big Twins	I-Form Normal	Shotgun Spread
Ace Slot Flex	I-Form Tight	Shotgun Trips
Ace Twin TE	I-Form Twin TE	Shotgun Wing Trips
Ace Wing Trio	I-Form Twins Flex	Shotgun Y Trips HB Wk
Ace Y Trips	Shotgun 5WR	Strong I Normal

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#12	87	82	68	87	86
QB#17	81	72	57	85	85

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#2	90	93	94	84	93
HB#5	88	90	91	87	80
HB#32	84	92	93	77	77

FULLBACKS					
PLAYER	OVR	SPD	CTH	PBK	PBK
FB#30	80	77	72	81	81

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#4	91	92	93	88	85
WR#3	90	95	97	90	82
WR#28	89	91	92	90	83
WR#86	86	90	92	92	81

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#18	86	86	79	79	74
TE#84	84	85	68	83	73

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	PBK
LT#64	93	90	79	94	91
LG#74	88	92	68	87	86
C#66	86	86	52	85	84
RG#61	90	86	74	88	89
RT#65	87	89	72	87	86

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#56	87	87	62	86	85
DT#91	90	68	90	86	82
DT#99	89	67	90	85	80
LE#94	85	82	80	87	80

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#50	89	84	78	87	92
ROLB#31	89	89	55	88	92
MLB#11	88	86	70	86	89
LOLB#44	84	86	80	85	86

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#24	88	91	89	87	87
CB#8	88	94	90	87	88
CB#1	87	93	87	88	86
CB#9	83	94	89	79	81

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#6	90	92	84	84	85
FS#13	87	92	72	83	75
SS#7	83	90	61	79	77



MIAMI UNIVERSITY (OH) RedHawks

CONFERENCE Mid-American (East) | LOCATION Oxford, OH

REPORT CARD AND PROGRAM INFO

71 **77** **70**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 650–383–44

RIVALS: CIN, OHIO

2008 SEASON RECAP

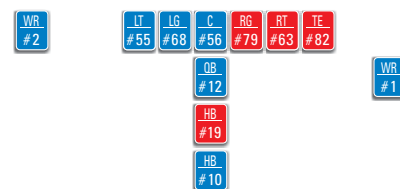
► 2–10 overall record

► 1–7 conference record

► 7th in Mid-American East

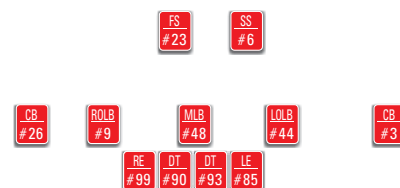
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big Twins	I-Form Normal	Shotgun Trips HB Wk
Ace Jumbo	I-Form Tight	Shotgun Y Trips HB Wk
Ace Slot	I-Form Twin TE	Split Pro
Ace Spread	I-Form Twins	Weak I Normal
Ace Twin TE	Shotgun 5WR Trips	
Ace Twin TE Slot	Shotgun Normal	
Ace Y Trips	Shotgun Spread HB Wk	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#12	85	68	70	89	86
QB#7	82	65	55	89	84

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#10	83	90	89	70	75
HB#5	81	92	88	70	75
HB#34	79	90	91	80	62

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#1	85	91	92	84	82
WR#2	85	90	90	88	84
WR#11	81	89	88	88	80
WR#9	81	90	92	84	76

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#82	68	80	78	56	69
TE#83	66	80	78	56	69

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	PBK
LT#55	83	87	76	84	87
LG#68	81	83	45	91	91
C#56	82	82	71	85	84
RG#79	76	84	52	84	84
RT#63	76	78	58	80	76

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#99	74	80	76	76	84
DT#93	73	52	89	86	74
DT#90	73	68	84	74	78
LE#85	60	72	65	70	73

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#48	76	85	78	80	85
LOLB#44	73	80	68	85	86
MLB#40	69	80	64	76	72
ROLB#9	69	78	50	84	83

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#3	77	92	86	77	76
CB#26	73	89	84	76	76
CB#30	73	91	89	75	72
CB#36	66	95	74	68	75

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#23	72	87	58	65	60
SS#6	70	90	74	68	68
SS#15	67	92	64	62	60



MICHIGAN Wolverines

CONFERENCE Big Ten | LOCATION Ann Arbor, MI

REPORT CARD AND PROGRAM INFO

89

OVERALL

85

OFFENSE

93

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 872–297–38

RIVALS: BUCKS, MSU, ND, MINN

2008 SEASON RECAP

► 3–9 overall record

► 2–6 conference record

► 10th in Big Ten

OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big Twins	Shotgun 4WR Trey	Shotgun Spread HB Wk
Ace Spread	Shotgun 5WR Trips	Shotgun Trips
Ace Y Trips	Shotgun Empty Trips TE	Shotgun Trips HB Wk
Goal Line Normal	Shotgun Normal HB Wk	Shotgun Wing Trips
I-Form Slot Flex	Shotgun Split Slot	Shotgun Wing Trips Wk
I-Form Tight	Shotgun Split Twins	Shotgun Y Trips HB Wk
I-Form Y Trips	Shotgun Spread	

QUARTERBACKS

PLAYER	OVR	SPD	AWR	THP	THA
QB#5	83	85	54	86	84
QB#10	80	88	51	83	80

HALFBACKS

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#4	89	90	88	84	76
HB#23	85	92	93	70	74
HB#24	82	87	84	84	62

FULLBACKS

PLAYER	OVR	SPD	CTH	RBK	PBK
FB#44	85	82	66	81	83

WIDERECEIVERS

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#13	88	87	89	93	85
WR#9	87	92	94	75	86
WR#22	86	90	93	88	82
WR#21	84	87	88	90	84

TIGHTENDS

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#86	84	83	78	79	70
TE#80	83	85	80	79	82

OFFENSIVE LINE

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#71	82	88	74	88	91
LG#52	86	92	76	88	92
C#50	89	87	68	86	88
RG#60	86	90	79	89	91
RT#65	85	87	62	90	91

DEFENSIVE LINE

PLAYER	OVR	SPD	STR	TAK	PUR
RE#53	85	81	82	82	83
DT#68	91	63	90	87	85
DT#73	85	60	89	82	84
LE#55	93	84	86	85	87

LINEBACKERS

PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#45	88	84	83	86	92
ROLB#8	86	84	78	88	92
LOLB#9	85	82	76	89	89
ROLB#25	84	85	71	85	83

CORNERBACKS

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#6	91	94	92	90	86
CB#33	86	92	84	87	81
CB#12	83	90	86	80	85
CB#14	82	91	85	85	85

SAFETIES

PLAYER	OVR	SPD	AWI	TAK	POW
SS#28	88	91	71	86	75
FS#3	86	92	77	83	82



MICHIGAN STATE Spartans

CONFERENCE Big Ten | LOCATION East Lansing, MI

REPORT CARD AND PROGRAM INFO

71

OVERALL

77

OFFENSE

70

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 612–422–44

RIVALS: MICH, PSU, IU, ND

2008 SEASON RECAP

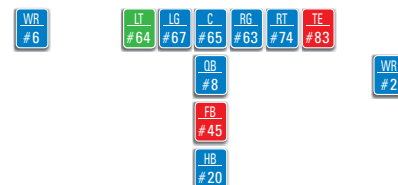
► 9–4 overall record

► 6–2 conference record

► Lost Capital One Bowl

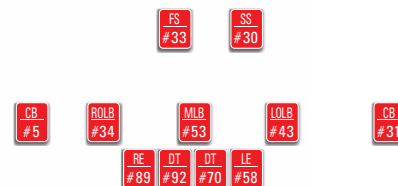
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Tight	Shotgun Spread HB Wk
Ace Big Twins	I-Form Twin TE	Shotgun Y Trips HB Wk
Ace Slot	I-Form Twins	Strong I Normal
Ace Trips	Shotgun 5WR Trips	Strong I Twins
Ace Twin TE Slot	Shotgun Bunch HB Str	Weak I Normal
Goal Line Normal	Shotgun Normal	
I-Form Normal	Shotgun Split Y Flex	

QUARTERBACKS

PLAYER	OVR	SPD	AWR	THP	THA
QB#8	85	76	69	87	86
QB#9	84	72	66	88	85

HALFBACKS

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#20	84	91	92	78	74
HB#28	82	87	88	84	84
HB#23	82	93	93	80	84

FULLBACKS

PLAYER	OVR	SPD	CTH	RBK	PBK
FB#45	61	81	68	59	56

WIDERECEIVERS

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#2	87	90	92	84	85
WR#6	85	90	90	90	82
WR#3	79	87	86	86	83
WR#25	78	90	92	80	78

TIGHTENDS

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#83	64	78	74	62	70
TE#84	58	80	70	56	66

OFFENSIVE LINE

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#64	91	92	80	93	89
LG#67	84	87	72	85	86
C#65	88	88	70	85	92
RG#63	82	90	61	84	84
RT#74	85	87	69	85	88

DEFENSIVE LINE

PLAYER	OVR	SPD	STR	TAK	PUR
RE#89	74	78	76	78	78
DT#70	78	59	87	84	68
DT#92	69	60	83	78	60
LE#58	74	76	76	72	82

LINEBACKERS

PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#53	78	85	68	82	85
ROLB#34	76	80	78	84	80
LOLB#43	72	85	68	78	80
MLB#55	71	79	70	82	74

CORNERBACKS

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#31	74	92	82	82	70
CB#5	73	91	87	78	72
CB#29	73	87	88	72	80
CB#37	71	86	85	74	66

SAFETIES

PLAYER	OVR	SPD	AWI	TAK	POW
SS#30	65	87	55	65	54
FS#33	63	89	68	59	50



MIDDLE TENNESSEE STATE Blue Raiders

CONFERENCE Sun Belt | LOCATION Murfreesboro, TN

REPORT CARD AND PROGRAM INFO

69

OVERALL

77

OFFENSE

68

DEFENSE

PROGRAM INFO

PRESTIGE: ★

ALL-TIME RECORD: 508–373–28

RIVALS: ULL, WKU, TROY

2008 SEASON RECAP

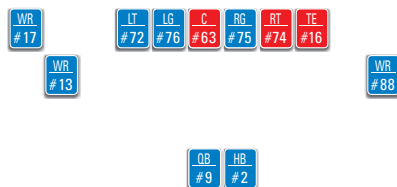
► 5–7 overall record

► 3–4 conference record

► 6th in Sun Belt

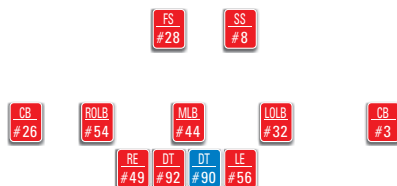
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Shotgun Double Flex	Shotgun Spread Flex Wk
Ace Trips	Shotgun Flanker Close	Shotgun Trips HB Wk
Goal Line Normal	Shotgun Normal	Shotgun Trips Open
Shotgun 4WR Trey Str	Shotgun Normal Y Slot	Shotgun Trips Open Str
Shotgun 5WR Trey	Shotgun Split Slot	Shotgun Y Trips HB Wk
Shotgun Ace Wing	Shotgun Split Y Flex	
Shotgun Ace Wing Wk	Shotgun Spread Flex	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#9	84	80	66	86	84
QB#19	80	78	58	86	80

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#2	83	92	93	68	81
HB#21	80	88	87	76	70
HB#23	78	88	85	65	75

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#42	67	84	68	52	52

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#88	87	93	94	80	84
WR#17	86	89	90	86	80
WR#13	82	90	94	89	78
WR#84	80	90	88	86	76

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#16	69	74	68	59	67
TE#82	67	70	68	70	68

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#72	88	90	74	85	88
LG#76	88	85	76	84	87
C#63	72	88	55	82	80
RG#75	81	84	61	82	82
RT#74	78	85	64	84	78

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#49	66	65	80	76	86
DT#90	81	62	87	84	72
DT#92	78	56	87	85	76
LE#56	73	70	72	86	80

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#44	70	80	74	82	70
LOLB#32	66	78	64	80	76
MLB#30	66	78	58	76	69
ROLB#54	65	82	61	76	64

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#3	78	92	84	77	72
CB#26	76	91	87	75	81
CB#5	70	86	86	74	72
CB#11	70	87	87	76	81

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#8	69	87	70	70	60
FS#28	65	90	52	56	38



MINNESOTA Golden Gophers

CONFERENCE Big Ten | LOCATION Minneapolis, MN

REPORT CARD AND PROGRAM INFO

76

OVERALL

85

OFFENSE

73

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 635–457–44

RIVALS: WISC, IOWA, PSU, MICH

2008 SEASON RECAP

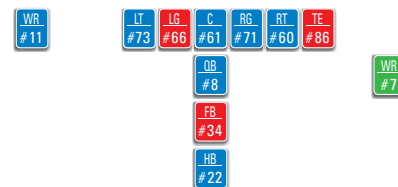
► 7–6 overall record

► 3–5 conference record

► Lost Insight Bow

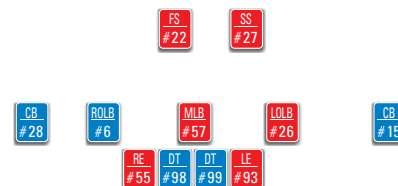
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Shotgun Double Flex	Shotgun Spread Flex Wk
Ace Trips	Shotgun Flanker Close	Shotgun Trips HB Wk
Goal Line Normal	Shotgun Normal	Shotgun Trips Open
Shotgun 4WR Trey Str	Shotgun Normal Y Slot	Shotgun Trips Open Str
Shotgun 5WR Trey	Shotgun Split Slot	Shotgun Y Trips HB Wk
Shotgun Ace Wing	Shotgun Split Y Flex	
Shotgun Ace Wing Wk	Shotgun Spread Flex	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#8	89	83	74	90	86
QB#9	84	86	57	86	82

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#22	88	90	91	88	80
HB#24	85	89	88	80	86
HB#25	82	89	90	69	83

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#34	66	87	68	52	48

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#7	92	90	89	92	87
WR#11	84	94	95	82	81
WR#2	83	89	87	86	82
WR#16	83	90	88	82	86

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#86	74	78	82	66	82
TE#48	72	76	84	75	80

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#73	83	89	76	85	84
LG#66	74	91	66	86	84
C#61	81	84	46	82	82
RG#71	87	95	52	84	93
RT#60	80	84	64	84	78

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#55	70	78	76	74	70
DT#99	81	56	88	84	74
DT#98	81	54	88	84	76
LE#93	68	74	82	75	79

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#6	81	80	80	87	81
MLB#57	76	78	62	84	78
MLB#30	70	80	74	74	73
LOLB#26	68	86	78	62	77

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#15	83	93	90	80	84
CB#28	80	92	88	82	78
CB#11	80	91	88	82	82
CB#2	77	91	88	82	79

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#22	77	93	70	70	75
SS#27	74	87	70	68	63
SS#20	74	85	72	74	78


NCAA FOOTBALL 10


MISSISSIPPI STATE Bulldogs

CONFERENCE SEC (West) | LOCATION Starkville, MS

REPORT CARD AND PROGRAM INFO

74

OVERALL

77

OFFENSE

74

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 486–527–39

RIVALS: MISS, BAMA

2008 SEASON RECAP

► 4–8 overall record

► 2–6 conference record

► 6th in SEC West

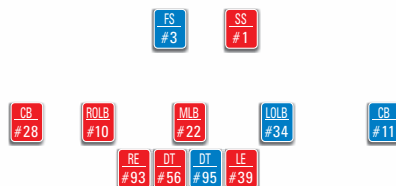
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Goal Line Normal	Shotgun Empty Trey	Shotgun Split Offset
Shotgun 4WR Trey	Shotgun Empty Trey TE	Shotgun Trio HB Wk
Shotgun 4WR Trio	Shotgun Empty Wing	Shotgun Wild Dog
Shotgun 4WR Trio Str	Trio	Spread
Shotgun 5WR Flex Trey	Shotgun Normal	Shotgun Wing Offset
Shotgun Ace	Shotgun Normal Flex	Shotgun Y Trips
Shotgun Bulldog Heavy	Wing	Shotgun Y Trips HB Wk
Shotgun Double Flex	Shotgun Slot F Wing	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#14	82	76	52	88	82	
QB#13	81	71	47	86	87	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#24	90	88	84	91	78	
HB#29	87	90	88	82	79	
HB#2	84	88	88	81	78	

FULLBACKS						
PLAYER	OVR	SPD	CTH	PBK	PBK	
FB#35	72	82	74	56	52	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#81	81	88	86	80	76	
WR#89	81	86	88	88	84	
WR#87	80	87	89	88	80	
WR#15	76	88	90	84	76	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#85	63	65	65	65	62	
TE#82	61	76	74	57	65	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	PBK	
LT#76	85	89	74	80	84	
LG#63	81	92	61	88	86	
C#58	82	85	66	84	86	
RG#75	84	93	72	89	88	
RT#79	89	90	64	87	90	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#93	69	70	76	76	76	
DT#95	83	52	90	88	78	
DT#56	77	56	85	87	82	
LE#39	71	77	76	80	86	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
LOLB#34	87	84	77	89	87	
MLB#22	76	84	76	84	93	
MLB#46	75	78	64	84	75	
LOLB#41	71	85	55	74	77	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#11	80	91	88	78	82	
CB#28	74	87	82	75	82	
CB#18	73	89	86	74	75	
CB#23	73	91	84	70	73	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#3	83	91	52	65	95	
SS#1	76	86	74	72	63	
FS#31	73	89	61	65	59	



MISSOURI Tigers

CONFERENCE Big 12 (North) | LOCATION Columbia, MO

REPORT CARD AND PROGRAM INFO

76

OVERALL

81

OFFENSE

75

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 605–509–53

RIVALS: KU, ISU, OU, ILLINI

2008 SEASON RECAP

► 10–4 overall record

► 5–3 conference record

► Won Valero Alamo Bowl

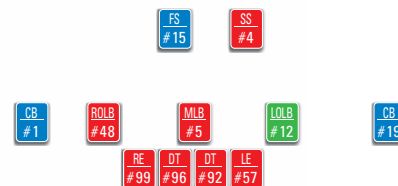
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Goal Line Normal	Shotgun Normal	Shotgun Trips
Pistol Twin TE Slot	Wing TE	Shotgun Trips HB Wk
Shotgun 5WR	Shotgun Normal Y Slot	Shotgun Trips Open
Shotgun 5WR Bunch	Shotgun Split Slot	Shotgun Trips Open Str
Shotgun 5WR Trio	Shotgun Spread	Shotgun Wing Trips
Shotgun 5WR Trips	Shotgun Spread	
Shotgun Bunch HB Str	Flex Wk	
Shotgun Monster	Shotgun Spread HB Wk	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#11	87	74	60	94	86	
QB#17	87	78	56	88	82	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#24	88	90	90	82	68	
HB#28	85	91	92	70	70	
HB#26	85	90	88	78	68	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#4	89	91	92	90	87	
WR#2	84	91	92	85	84	
WR#8	84	86	82	94	82	
WR#81	82	87	89	93	83	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#87	77	74	72	73	75	
TE#82	65	84	80	50	68	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	PBK	
LT#72	86	85	76	90	85	
LG#71	78	88	52	84	87	
C#67	82	85	40	82	88	
RG#78	87	86	80	92	87	
RT#77	84	87	64	84	86	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#99	73	78	74	76	78	
DT#92	79	65	85	82	84	
DT#96	77	62	90	82	60	
LE#57	71	64	80	74	64	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
LOLB#12	91	82	86	92	92	
MLB#5	79	86	60	82	80	
ROLB#48	73	78	56	78	78	
LOLB#54	72	78	56	78	66	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#19	87	92	82	85	85	
CB#1	80	89	80	74	70	
CB#7	76	93	88	82	82	
CB#22	76	86	88	77	84	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#15	84	92	68	65	65	
FS#13	77	90	60	78	80	
FS#23	77	90	50	68	60	



NAVY Midshipmen

CONFERENCE Independent | LOCATION Annapolis, MD

REPORT CARD AND PROGRAM INFO

69

OVERALL

73

OFFENSE

71

DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 633-516-57

RIVALS: ARMY, AF

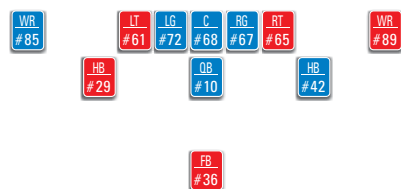
2008 SEASON RECAP

► 8-5 overall record

► Lost EagleBank Bowl

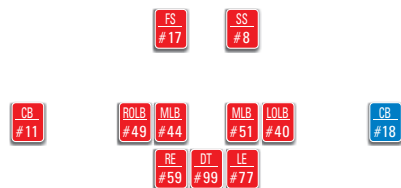
OFFENSIVE STRENGTH CHART

FLEXBONE SET



DEFENSIVE STRENGTH CHART

3-4 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Flexbone Close Flexbone Tackle Over Goal Line Tight
Flexbone Normal Flexbone Trio Right
Flexbone Slot Left Flexbone Trips Left
Flexbone Slot Right Flexbone Trips Right
Flexbone Split Flexbone Twins Over
Flexbone Split Wing X Flexbone Wing
Flexbone Split Wing Z Flexbone Wing Trips

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#10	82	79	76	84	80
QB#4	77	84	52	84	76

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#42	84	88	88	70	82
HB#29	79	89	87	68	77
HB#33	76	86	85	78	69

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#36	77	86	65	68	48

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#85	80	91	88	78	74
WR#89	78	87	86	84	80
WR#24	77	86	87	82	78
WR#88	72	84	82	80	70

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#84	75	68	62	86	80
TE#89	70	72	76	59	80

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#61	77	87	79	84	87
LG#72	82	86	78	84	87
C#68	85	82	70	85	88
RG#67	81	86	81	84	87
RT#65	78	85	44	84	90

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#59	69	76	68	74	85
DT#99	78	62	86	86	62
DT#69	71	65	76	78	74
LE#77	65	65	72	74	78

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#51	76	80	74	82	80
MLB#44	72	85	70	80	74
ROLB#49	71	84	66	76	78
MLB#50	69	82	61	78	68

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#18	80	89	90	82	74
CB#11	79	89	80	70	84
CB#15	74	92	80	76	78
CB#1	74	89	80	78	72

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#8	77	86	66	74	72
FS#17	66	87	70	70	78
FS#25	63	86	61	65	38



NC STATE Wolfpack

CONFERENCE ACC (Atlantic) | LOCATION Raleigh, NC

REPORT CARD AND PROGRAM INFO

82

OVERALL

83

OFFENSE

81

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 530-520-55

RIVALS: UNC, CLEM, ECU

2008 SEASON RECAP

► 6-7 overall record

► 4-4 conference record

► Lost Papajohns.com Bowl

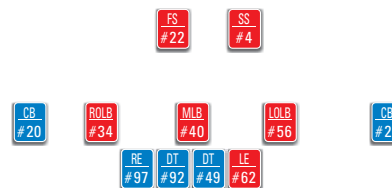
OFFENSIVE STRENGTH CHART

ACE SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big I-Form Normal Shotgun Normal Y Flex
Ace Big Twins I-Form Tight Shotgun Split Offset
Ace Slot Shotgun 4WR Trey Str Shotgun Y Trips
Ace Twin TE Shotgun 4WR Trio Shotgun Y Trips HB Wk
Ace Twin TE Slot Shotgun Ace Strong I Normal
Ace Y Trips Shotgun Normal
Goal Line Normal Shotgun Normal HB Wk

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#16	88	84	72	87	86
QB#12	84	68	59	91	85

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
B#29	88	91	93	79	82
HB#3	86	90	90	66	85
HB#22	85	90	88	84	78

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#34	63	80	56	52	52

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#6	88	94	94	85	82
WR#80	88	91	92	91	86
WR#86	82	90	94	84	78
WR#5	81	88	91	87	78

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#84	75	68	62	86	80
TE#89	70	72	76	59	80

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#73	86	86	70	89	88
LG#66	83	91	52	84	84
C#74	89	88	70	88	89
RG#76	79	94	50	71	73
RT#50	83	93	61	87	89

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#97	89	86	77	88	89
DT#49	82	62	84	86	81
DT#92	82	59	91	86	79
LE#62	75	73	83	80	85

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#40	79	82	64	84	78
LOLB#56	77	80	70	84	84
MLB#44	77	82	78	82	91
ROLB#34	76	80	76	76	90

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#21	87	92	78	90	88
CB#20	84	86	78	89	87
CB#23	81	91	84	85	85
CB#30	78	90	86	78	82

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#22	78	90	61	74	57
SS#4	76	86	74	76	69
FS#14	71	89	49	70	63


**NCAA
FOOTBALL 10**
N
NEBRASKA Cornhuskers

CONFERENCE Big 12 (North) | LOCATION Lincoln, NE

REPORT CARD AND PROGRAM INFO

89

OVERALL

89

OFFENSE

91

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 826–337–41

RIVALS: OU, CU, MIZ

2008 SEASON RECAP

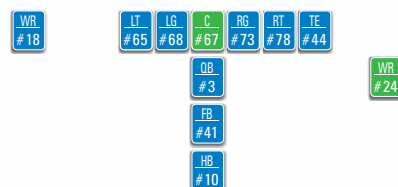
▶ 9–4 overall record

▶ 5–3 conference record

▶ Won Konica Minolta Gator Bowl

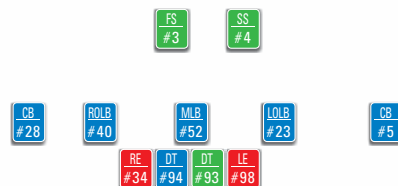
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Goal Line Normal	Shotgun Split Y Flex
Ace Bunch	I-Form Normal	Shotgun Spread Flex
Ace Slot Flex	I-Form Tight	Shotgun Y Trips
Ace Twin TE	I-Form Twins	Strong I Normal
Ace Twin TE Flex	Shotgun 5WR Trips	Strong I Tight
Ace Y Trips	Shotgun Normal	Weak I Twins

QUARTERBACKS

PLAYER	OVR	SPD	AWR	THP	THA
QB#3	85	77	66	88	86
QB#7	83	75	61	88	84

HALFBACKS

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#10	89	92	93	80	87
HB#19	88	89	88	92	89
HB#32	87	91	90	85	86

FULLBACKS

PLAYER	OVR	SPD	CTH	RBK	PBK
FB#41	83	82	59	80	78

WIDERECIVERS

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#24	90	94	94	84	88
WR#18	89	88	89	92	89
WR#1	86	90	90	86	85
WR#11	86	91	91	88	86

TIGHTENDS

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#44	88	85	82	78	85
TE#49	85	84	79	79	80

OFFENSIVE LINE

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#65	88	88	77	89	92
LG#68	88	93	74	87	92
C#67	91	87	75	87	87
RG#73	89	92	66	90	91
RT#78	86	90	67	89	90

DEFENSIVE LINE

PLAYER	OVR	SPD	STR	TAK	PUR
RE#34	75	80	76	74	88
DT#93	97	67	93	90	87
DT#94	86	62	87	88	79
LE#98	79	76	78	76	89

LINEBACKERS

PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#52	88	83	79	87	83
MLB#54	85	86	73	83	84
ROLB#40	85	82	76	87	87
LOLB#23	84	85	58	88	86

CORNERBACKS

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#5	89	90	85	85	87
CB#28	88	92	88	83	86
CB#21	84	92	86	81	82
CB#15	83	91	85	82	81

SAFETIES

PLAYER	OVR	SPD	AWI	TAK	POW
SS#4	92	92	81	87	88
FS#3	90	92	80	81	87
FS#16	80	86	63	79	80


NEVADA Wolf Pack

CONFERENCE WAC | LOCATION Reno, NV

REPORT CARD AND PROGRAM INFO

73

OVERALL

83

OFFENSE

68

DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 483–428–34

RIVALS: UNLV

2008 SEASON RECAP

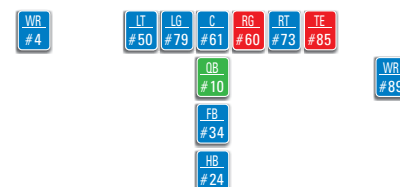
▶ 7–6 overall record

▶ 5–3 conference record

▶ Lost Rody's Humanitarian Bowl

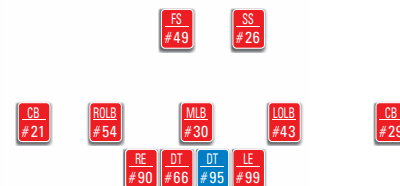
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Pistol Jumbo Wing	Pistol Y Trips
Goal Line Normal	Pistol Slot	Shotgun Ace Twins Wk
Pistol 4WR Trips	Pistol Slot Flex	Shotgun Normal Flex
Pistol Ace	Pistol Trio	Shotgun Trips TE
Pistol Ace Twins	Pistol Trips	Shotgun Y Trips
Pistol Bunch	Pistol Twin TE	
Pistol H Twins	Pistol Twin TE Slot	

QUARTERBACKS

PLAYER	OVR	SPD	AWR	THP	THA
QB#10	91	79	73	89	88
QB#8	86	68	64	90	87

HALFBACKS

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#24	85	87	85	73	80
HB#7	84	88	86	80	78
HB#27	83	87	85	75	80

FULLBACKS

PLAYER	OVR	SPD	CTH	RBK	PBK
FB#34	81	88	65	48	52

WIDERECIVERS

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#89	86	89	89	87	88
WR#4	86	88	89	86	89
WR#2	82	91	94	82	74
WR#12	80	88	89	87	80

TIGHTENDS

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#85	70	84	62	59	67
TE#45	58	70	56	59	62

OFFENSIVE LINE

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#50	88	88	72	91	86
LG#79	84	85	68	85	84
C#61	80	87	50	72	73
RG#60	77	85	70	87	86
RT#73	82	87	64	86	85

DEFENSIVE LINE

PLAYER	OVR	SPD	STR	TAK	PUR
RE#90	72	70	74	78	76
DT#95	80	64	90	84	71
DT#66	74	65	82	80	79
LE#99	65	76	68	74	82

LINEBACKERS

PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#30	78	76	80	82	80
ROLB#54	77	70	76	85	79
MLB#31	68	78	78	76	77
MLB#58	65	74	61	76	67

CORNERBACKS

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#29	77	94	86	73	83
CB#21	76	89	84	79	79
CB#32	76	90	86	76	78
CB#38	75	91	86	74	83

SAFETIES

PLAYER	OVR	SPD	AWI	TAK	POW
FS#49	73	90	68	68	63
SS#26	71	92	58	70	56
SS#9	71	86	72	70	65



NEW MEXICO Lobos

CONFERENCE Mountain West | LOCATION Albuquerque, NM

REPORT CARD AND PROGRAM INFO

71 **77** **68**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 449–513–31

RIVALS: NMSU, UTEP

2008 SEASON RECAP

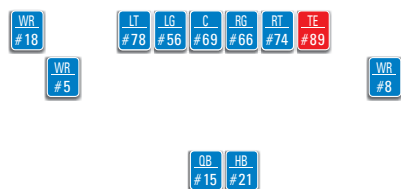
► 4–8 overall record

► 2–6 conference record

► 7th in Mountain West

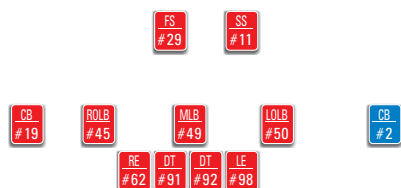
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Slot	Shotgun 4WR Trio Str	Shotgun Trips
Ace Y Trips	Shotgun 5WR Trips	Shotgun Trips HB Wk
Goal Line Normal	Shotgun Normal	Shotgun Trips Open Str
I-Form Normal	Shotgun Normal HB Wk	Shotgun Y Trips
I-Form Slot	Shotgun Normal Y Slot	Shotgun Y Trips HB Wk
I-Form Tight	Shotgun Split Slot	
Shotgun 4WR Trio	Shotgun Spread HB Wk	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#15	86	82	58	87	86
QB#10	80	56	61	88	85

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#21	82	89	89	93	76
HB#6	80	88	86	66	77
HB#13	79	89	88	65	73

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#31	66	68	62	70	68

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#8	86	89	89	85	82
WR#18	82	87	87	84	84
WR#5	80	86	87	85	80
WR#3	80	90	90	85	76

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#89	69	74	65	62	64
TE#86	69	70	68	65	67

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#78	86	88	68	84	87
LG#56	85	87	61	84	85
C#69	87	88	68	90	87
RG#66	89	90	74	80	84
RT#74	82	86	64	88	87

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#62	69	68	80	80	76
DT#92	72	72	78	82	73
DT#91	71	59	84	80	74
LE#98	66	74	65	70	83

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#45	70	78	64	76	73
ROLB#42	67	76	61	72	73
LOLB#50	65	78	68	80	78
MLB#49	65	78	70	76	77

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#2	82	90	85	81	85
CB#19	77	87	84	73	84
CB#23	75	91	80	73	79
CB#24	75	89	85	78	75

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#29	76	92	55	78	60
SS#11	72	86	61	65	64
FS#96	70	91	64	65	53



NEW MEXICO STATE Aggies

CONFERENCE WAC | LOCATION Las Cruces, NM

REPORT CARD AND PROGRAM INFO

67 **73** **67**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★

ALL-TIME RECORD: 413–548–31

RIVALS: UTEP, UNM

2008 SEASON RECAP

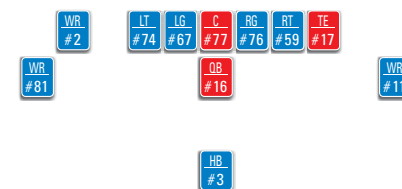
► 3–9 overall record

► 1–7 conference record

► 8th in WAC

OFFENSIVE STRENGTH CHART

ACE SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace 4WR Trips	Ace Twin TE Slot	Shotgun Normal HB Wk
Ace Big	Ace Y Trips	Shotgun Split Slot
Ace Big Twins	Empty Trips	Shotgun Spread Flex
Ace Slot	Goal Line Normal	Shotgun Trips TE
Ace Spread	Shotgun 4WR Trey Str	Shotgun Y Trips
Ace Trips	Shotgun 5WR Trio	
Ace Twin TE	Shotgun Normal	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#16	77	62	58	85	84
QB#26	75	70	58	85	78

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#3	87	89	87	72	78
HB#23	83	90	89	69	72
HB#5	75	89	88	63	78

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#38	60	74	68	56	52

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#11	83	88	90	90	76
WR#81	81	88	88	80	74
WR#2	81	89	87	86	80
WR#10	80	91	92	74	79

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#17	70	74	72	62	68
TE#82	68	74	70	59	64

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#74	87	91	72	86	82
LG#67	84	86	72	80	80
C#77	75	84	48	86	82
RG#76	84	93	64	80	91
RT#59	83	82	66	82	84

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#39	58	85	65	59	79
DT#90	77	72	80	84	74
DT#93	74	74	78	76	69
LE#94	64	66	82	68	79

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#42	80	84	76	86	85
MLB#56	72	82	61	78	68
LOLB#24	71	84	66	82	81
ROLB#57	69	84	66	70	80

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#32	77	87	82	81	74
CB#4	74	91	84	76	79
CB#20	69	86	78	79	70
CB#27	67	91	80	70	60

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#30	65	86	52	74	64
FS#15	63	86	52	59	57
FS#31	60	84	48	48	37


NCAA FOOTBALL 10


NORTH CAROLINA Tar Heels

CONFERENCE ACC (Coastal) | LOCATION Chapel Hill, NC

REPORT CARD AND PROGRAM INFO

91

OVERALL

89

OFFENSE

93

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 639–483–54

RIVALS: DUKE, WAKE, UVA, NCSU

2008 SEASON RECAP

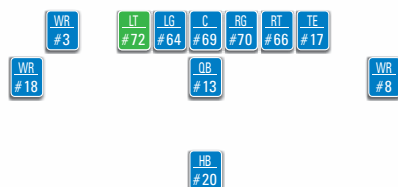
▶ 8–5 overall record

▶ 4–4 conference record

▶ Lost Meineke Car Care Bowl

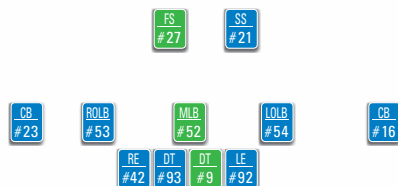
OFFENSIVE STRENGTH CHART

ACE SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Ace Twin TE Slot	Shotgun Y Trips HB Wk
Ace Big Twins	Ace Y Trips	Strong I Normal
Ace Big Wing	Goal Line Normal	Strong I Twins
Ace Bunch	I-Form Twins	Weak I Normal
Ace Slot	Shotgun Normal	Weak I Twins
Ace Trips	Shotgun Split Y Flex	
Ace Twin TE	Shotgun Wing Trips	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#13	88	74	68	90	86	
QB#7	83	62	64	92	85	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#20	87	91	90	83	74	
HB#32	85	87	86	86	70	
HB#5	83	90	88	81	76	

FULLBACKS						
PLAYER	OVR	SPD	CTH	PBK	PBK	
FB#6	85	91	80	71	81	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#8	89	90	91	85	83	
WR#18	87	89	90	90	82	
WR#3	85	87	88	92	84	
WR#1	85	90	92	93	84	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#17	88	76	78	85	78	
TE#33	82	85	80	77	72	

OFFENSIVE LINE						
PLAYER	OVR	SPD	ACC	PBK	PBK	
LT#72	92	88	75	89	88	
LG#64	88	87	44	86	87	
C#69	86	92	77	88	89	
RG#70	84	92	79	87	88	
RT#66	87	90	79	88	84	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#42	89	83	84	86	86	
DT#9	94	72	90	90	83	
DT#93	87	58	94	88	82	
LE#92	89	81	85	88	76	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
MLB#52	92	86	79	88	88	
LOLB#54	89	85	80	87	94	
ROLB#53	85	86	79	87	87	
MLB#48	84	80	78	86	83	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#16	88	93	86	89	87	
CB#23	84	90	86	87	85	
CB#12	83	95	88	84	75	
CB#37	80	92	80	82	80	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#27	90	92	77	87	83	
SS#21	84	89	77	80	87	
FS#5	82	90	70	79	77	



NORTH TEXAS Mean Green

CONFERENCE Sun Belt | LOCATION Denton, TX

REPORT CARD AND PROGRAM INFO

65

OVERALL

69

OFFENSE

67

DEFENSE

PROGRAM INFO

PRESTIGE: ★

ALL-TIME RECORD: 465–434–33

RIVALS: NMSU, MTSU, ARK ST

2008 SEASON RECAP

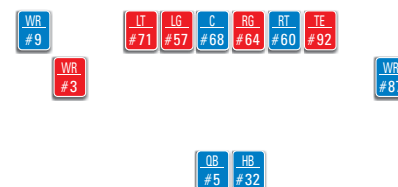
▶ 1–11 overall record

▶ 0–7 conference record

▶ 8th in Sun Belt

OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Goal Line Normal	Shotgun Bunch HB Str	Shotgun Trips Open
Shotgun 5WR	Shotgun Normal Y Slot	Shotgun Trips Open Str
Shotgun 5WR Trips	Shotgun Split Slot	Shotgun Wing Trips Wk
Shotgun Ace Twins	Shotgun Spread	Shotgun Y Trips
Shotgun Ace Twins Wk	Shotgun Spread HB Wk	Shotgun Y Trips HB Wk
Shotgun Ace Wing	Shotgun Trips	
Shotgun Ace Wing Wk	Shotgun Trips HB Wk	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#5	85	82	68	87	82	
QB#15	81	72	40	86	87	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#32	82	88	87	79	73	
HB#26	81	91	88	74	75	
HB#33	77	84	84	73	76	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#87	86	93	94	82	72	
WR#9	81	91	93	80	76	
WR#3	79	90	88	80	74	
WR#80	78	86	86	84	80	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#92	79	70	74	70	68	
TE#83	70	74	74	62	64	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	PBK	
LT#71	79	88	64	84	87	
LG#57	79	85	72	85	85	
C#68	87	88	72	85	89	
RG#64	77	88	58	80	85	
RT#60	85	94	68	86	91	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#94	65	74	80	72	81	
DT#61	73	65	80	82	79	
DT#99	72	56	84	82	78	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
LOLB#42	71	78	66	82	84	
MLB#44	69	78	68	80	75	
ROLB#39	69	82	68	78	75	
ROLB#59	67	78	64	78	82	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#22	83	92	82	84	82	
CB#31	77	89	82	79	80	
CB#35	75	87	84	82	82	
CB#37	74	91	86	72	82	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#16	72	87	68	70	63	
FS#8	70	90	64	72	60	
SS#13	68	87	70	70	68	



NORTHERN ILLINOIS Huskies

CONFERENCE Mid-American (West) | LOCATION DeKalb, IL

REPORT CARD AND PROGRAM INFO

71 **77** **71**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 494–450–50

RIVALS: BALL, TOL

2008 SEASON RECAP

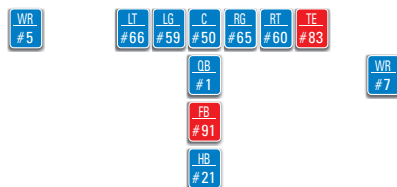
► 6–7 overall record

► 5–3 conference record

► Lost Independence Bowl

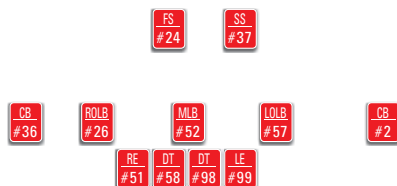
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Y Trips
Goal Line Normal
I-Form Normal
I-Form Slot Flex
I-Form Tight
I-Form Twin TE
I-Form Twins

I-Form Y Trips
Pistol Slot Flex
Shotgun Ace
Shotgun Ace Twins Wk
Shotgun Split
Shotgun Trips
Shotgun Trips HB Wk

Shotgun Trips Over
Shotgun Y Trips HB Wk
Strong I Normal
Strong I Twin TE
Strong I Y Trips

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#1	83	70	61	88	84	
QB#15	81	68	64	85	84	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#21	86	87	87	72	81	
HB#4	84	86	84	80	80	
HB#28	77	89	86	66	67	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#91	75	70	62	70	59	

WIDERECIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#7	83	90	92	85	84	
WR#5	82	90	89	87	80	
WR#11	79	87	90	84	78	
WR#17	78	88	87	80	82	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#83	67	72	70	59	62	
TE#88	62	72	62	62	66	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#66	81	85	70	87	87	
LG#59	81	91	58	89	89	
C#50	86	82	72	85	87	
RG#65	80	87	74	84	87	
RT#60	87	89	49	89	93	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#51	69	71	70	82	93	
DT#98	77	56	88	82	76	
DT#58	75	65	84	78	70	
LE#99	71	72	80	76	67	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
LOLB#57	72	78	68	82	84	
ROLB#26	72	88	68	76	85	
MLB#52	70	82	68	74	83	
ROLB#42	69	82	70	78	80	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#2	79	91	88	80	80	
CB#36	74	90	85	77	83	
CB#30	73	91	87	82	77	
CB#1	73	91	87	75	80	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
SS#37	72	86	70	80	68	
FS#24	71	91	61	68	44	
FS#32	68	87	58	65	59	



NORTHWESTERN Wildcats

CONFERENCE Big Ten | LOCATION Evanston, IL

REPORT CARD AND PROGRAM INFO

76 **79** **75**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 468–614–44

RIVALS: ILLINI

2008 SEASON RECAP

► 9–4 overall record

► 5–3 conference record

► Lost Valero Alamo Bow

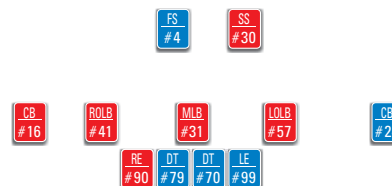
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Spread
Ace Twin TE Slot
Ace Y Trips
Goal Line Normal
I-Form Tight
Shotgun 5WR
Shotgun Normal

Shotgun Normal HB Wk
Shotgun Normal Y Slot
Shotgun Split Slot
Shotgun Spread HB Wk
Shotgun Trips
Shotgun Trips HB Wk
Shotgun Trips Open

Shotgun Trips Open Str
Shotgun Trips Over
Shotgun Wing Trips
Shotgun Wing Trips Wk
Shotgun Y Trips

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#13	86	85	61	86	84	
QB#14	80	82	52	85	80	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#29	84	86	86	81	74	
HB#25	80	90	89	74	75	
HB#23	79	86	82	73	77	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#40	63	78	56	56	56	

WIDERECIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#9	89	90	91	88	86	
WR#5	87	91	94	85	80	
WR#10	86	88	89	87	88	
WR#15	84	90	92	87	78	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#42	71	76	70	62	67	
TE#80	67	72	70	62	67	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#63	82	90	70	82	89	
LG#60	78	85	61	86	86	
C#52	88	91	55	80	91	
RG#59	89	88	74	88	90	
RT#75	85	87	55	85	84	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#90	59	62	72	74	88	
DT#70	84	56	90	89	81	
DT#79	81	62	90	80	79	
LE#99	89	79	87	89	87	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
MLB#31	79	76	78	85	77	
LOLB#57	69	82	61	74	76	
LOLB#47	69	85	48	80	77	
LOLB#46	69	74	50	86	77	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#24	80	92	88	78	73	
CB#16	78	91	88	81	72	
CB#28	75	91	86	77	75	
CB#26	74	91	84	80	78	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#4	82	91	49	70	73	
SS#30	73	87	64	68	63	
SS#37	73	86	70	70	61	


NCAA FOOTBALL 10


NOTRE DAME Fighting Irish

CONFERENCE Independent | LOCATION Notre Dame, IN

REPORT CARD AND PROGRAM INFO

86

OVERALL

93

OFFENSE

81

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 831-285-41

RIVALS: USC, BC, MICH, STAN

2008 SEASON RECAP

▶ 7-6 overall record

▶ Won Sheraton Hawaii Bowl

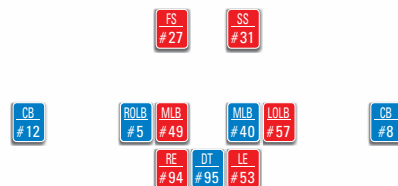
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

3-4 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big Twins	Goal Line Normal	Shotgun Spread HB Wk
Ace Jumbo	I-Form Normal	Shotgun Trips HB Wk
Ace Slot	I-Form Tight	Shotgun Y Trips HB Wk
Ace Spread	I-Form Twin TE	Split Pro
Ace Twin TE	I-Form Twins	Weak I Normal
Ace Twin TE Slot	Shotgun 5WR Trips	
Ace Y Trips	Shotgun Normal	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#7	90	71	74	93	88
QB#10	84	68	59	92	86

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#5	90	95	94	74	88
HB#33	88	87	84	88	72
HB#25	86	87	88	83	82

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#32	80	80	65	78	79

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#23	93	93	94	89	88
WR#3	91	90	92	92	87
WR#18	87	89	89	92	86
WR#82	86	88	89	82	82

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#9	90	86	85	76	87
TE#83	82	84	76	75	76

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#76	86	88	58	88	86
LG#67	86	88	64	86	86
C#51	87	88	70	90	89
RG#55	81	92	66	89	90
RT#74	95	91	85	91	90

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#94	78	80	76	74	78
DT#95	88	65	89	87	84
DT#93	85	70	87	84	83
LE#53	69	79	74	72	84

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#5	83	84	51	80	94
MLB#40	82	84	52	85	75
MLB#49	79	82	74	82	80
ROLB#48	76	80	72	82	80

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#8	87	92	89	88	89
CB#12	86	94	89	85	84
CB#13	80	91	89	79	81
CB#4	80	92	85	81	80

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#27	77	90	76	68	63
FS#15	74	92	52	65	70
SS#31	74	92	60	70	65



OHIO Bobcats

CONFERENCE Mid-American (East) | LOCATION Athens, OH

REPORT CARD AND PROGRAM INFO

71

OVERALL

75

OFFENSE

70

DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 489-512-48

RIVALS: MIA U, MARSH

2008 SEASON RECAP

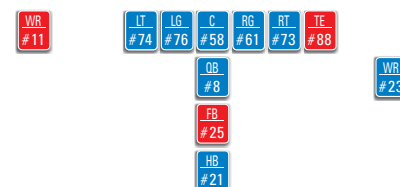
▶ 4-8 overall record

▶ 3-5 conference record

▶ 5th in Mid-American East

OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Tight	Shotgun Normal Flex Wk
Ace Big Twins	I-Form Twin TE	Shotgun Spread
Ace Slot Flex	I-Form Twins	Shotgun Trips Over
Ace Twin TE Slot	I-Form Y Trips	Shotgun Y Trips HB Wk
Ace Y Trips	Shotgun 4WR Trio	Strong I Normal
Goal Line Normal	Shotgun Ace	
I-Form Normal	Shotgun Normal Flex	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#8	85	76	70	89	84
QB#3	80	70	63	86	82

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#21	86	89	88	60	86
HB#2	84	90	89	72	76
HB#26	81	87	87	88	67

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#25	65	72	62	52	56

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#23	84	93	90	86	82
WR#11	77	87	88	84	76
WR#80	74	87	85	82	74
WR#7	74	88	88	74	80

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#88	66	74	68	65	68
TE#86	66	76	68	62	59

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#74	80	86	49	84	86
LG#76	84	86	74	86	87
C#58	83	87	66	86	86
RG#61	83	87	64	84	84
RT#73	83	84	61	84	84

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#92	65	70	70	74	83
DT#96	73	62	82	82	77
DT#95	71	68	84	80	85
LE#99	76	75	79	81	77

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#47	74	82	77	80	79
LOLB#35	73	84	70	76	83
ROLB#32	70	80	70	82	75
MLB#52	66	72	64	76	69

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#9	78	91	85	81	73
CB#22	72	89	91	78	78
CB#12	72	89	85	74	79
CB#3	67	89	80	68	68

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#6	71	86	68	70	62
FS#23	70	90	66	64	55
FS#42	69	90	58	65	52

OHIO STATE *Buckeyes*

CONFERENCE Big Ten | LOCATION Columbus, OH

REPORT CARD AND PROGRAM INFO

93

OVERALL

91

OFFENSE

96

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★★

ALL-TIME RECORD: 808-306-53

RIVALS: MICH, ILLINI, PSU

2008 SEASON RECAP

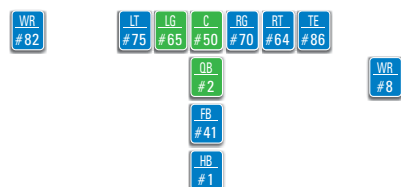
► 10-3 overall record

► 7-1 conference record

► Lost Tostitos Fiesta Bowl

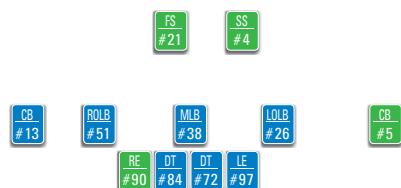
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Normal	Shotgun 4WR Trio
Ace Bunch	I-Form Slot Flex	Shotgun 5WR Trio
Ace Slot	I-Form Tight	Shotgun Normal
Ace Twin TE	I-Form Twin TE	Shotgun Split Slot
Ace Twin TE Slot	I-Form Twins Flex	Shotgun Y Trips HB Wk
Ace Y Trips	I-Form Y Trips	
Goal Line Normal	Pony H Twins	

QUARTERBACKS

PLAYER	OVR	SPD	AWR	THP	THA
QB#2	91	90	65	88	85
QB#14	85	76	56	89	85

HALFBACKS

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#1	89	92	92	84	72
HB#3	87	94	87	82	72
HB#23	84	95	92	79	81

FULLBACKS

PLAYER	OVR	SPD	CTH	RBK	PBK
FB#41	81	87	71	79	78

WIDERECIVERS

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#8	89	92	94	90	86
WR#82	87	93	96	86	81
WR#12	87	88	88	78	89
WR#7	86	95	95	88	82

TIGHTENDS

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#86	88	83	83	80	88
TE#11	84	88	83	74	88

OFFENSIVE LINE

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#75	86	92	52	89	90
LG#65	92	86	79	92	92
C#50	90	87	68	86	89
RG#70	85	88	67	84	90
RT#64	87	89	72	89	89

DEFENSIVE LINE

PLAYER	OVR	SPD	STR	TAK	PUR
RE#90	93	86	79	79	91
DT#72	88	62	92	85	78
DT#84	88	77	86	83	83
LE#97	89	75	88	87	83

LINEBACKERS

PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#51	89	84	70	88	88
MLB#38	88	85	79	88	82
MLB#6	88	87	64	88	89
LOLB#26	87	87	73	85	89

CORNERBACKS

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#5	90	93	89	86	87
CB#13	87	92	88	84	88
CB#18	86	92	87	85	85
CB#10	84	92	76	81	84

SAFETIES

PLAYER	OVR	SPD	AWI	TAK	POW
SS#4	94	93	81	87	89
FS#21	90	91	83	85	89
SS#7	88	90	74	87	91

OKLAHOMA *Sooners*

CONFERENCE Big 12 (South) | LOCATION Norman, OK

REPORT CARD AND PROGRAM INFO

97

OVERALL

99

OFFENSE

96

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★★

ALL-TIME RECORD: 788-300-53

RIVALS: TEXAS, NEB, MIZ, OK ST

2008 SEASON RECAP

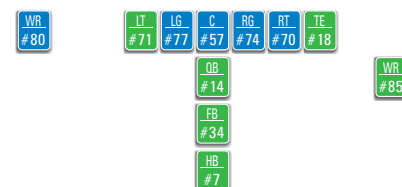
► 12-2 overall record

► 7-1 conference record

► Lost FedEx BCS National Championship Game

OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Bunch	I-Form Normal	Shotgun Normal
Ace Slot	I-Form Slot	Shotgun Spread
Ace Twin TE	I-Form Tight	Shotgun Trips
Ace Twin TE Slot	I-Form Twin TE	Shotgun Trips Over
Ace Y Trips	I-Form Twins	Shotgun Wing Trips
Goal Line Normal	Shotgun 5WR	Shotgun Y Trips HB Wk

QUARTERBACKS

PLAYER	OVR	SPD	AWR	THP	THA
QB#14	99	78	85	95	93
QB#12	84	62	61	92	87

HALFBACKS

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#7	94	94	97	84	95
HB#29	92	91	92	90	82
HB#17	88	92	96	85	87

FULLBACKS

PLAYER	OVR	SPD	CTH	RBK	PBK
FB#34	90	85	69	85	86

WIDERECIVERS

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#85	91	95	95	85	87
WR#80	89	92	93	90	89
WR#4	88	90	92	89	85
WR#24	86	91	90	92	84

TIGHTENDS

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#18	99	87	93	71	98
TE#83	86	82	74	75	77

OFFENSIVE LINE

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#71	95	88	74	93	94
LG#77	85	89	71	88	87
C#57	83	84	48	85	85
RG#74	86	88	61	88	88
RT#70	89	88	55	90	91

DEFENSIVE LINE

PLAYER	OVR	SPD	STR	TAK	PUR
RE#84	89	83	79	91	79
DT#93	97	69	90	89	86
DT#96	93	68	92	87	82
LE#44	90	83	81	88	88

LINEBACKERS

PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#28	94	87	84	88	93
MLB#4	91	84	83	91	86
LOLB#22	89	87	75	88	86
MLB#12	87	86	76	86	88

CORNERBACKS

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#1	90	94	86	86	87
CB#2	90	92	85	86	88
CB#3	84	91	85	81	83
CB#15	83	87	92	83	85

SAFETIES

PLAYER	OVR	SPD	AWI	TAK	POW
SS#20	87	92	71	80	86
FS#6	85	92	75	79	81
FS#27	83	92	66	77	79



OKLAHOMA STATE Cowboys

CONFERENCE Big 12 (South) | LOCATION Stillwater, OK

REPORT CARD AND PROGRAM INFO

93

OVERALL

95

OFFENSE

91

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 500–515–48

RIVALS: OU

2008 SEASON RECAP

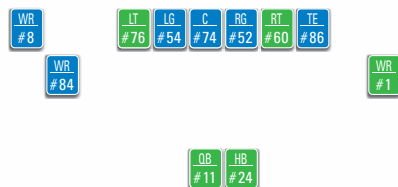
► 9–4 overall record

► 5–3 conference record

► Lost Pacific Life Holiday Bowl

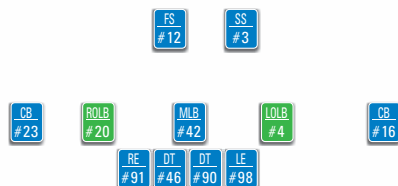
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Twins	Shotgun Trips
Ace Big Twins	Shotgun 4WR Trio	Shotgun Trips TE
Ace Bunch Swap	Shotgun Ace	Shotgun Y Trips
Ace Y Trips	Shotgun Normal	Shotgun Y Trips HB Wk
Goal Line Normal	Shotgun Normal Y Slot	Strong I Normal
I-Form Normal	Shotgun Split Offset	
I-Form Tight	Shotgun Spread Flex	

QUARTERBACKS

PLAYER	OVR	SPD	AWR	THP	THA
QB#11	95	84	72	90	91
QB#3	84	70	66	89	84

HALFBACKS

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#24	94	93	94	86	93
HB#5	88	90	91	82	80
HB#2	85	90	87	81	76

FULLBACKS

PLAYER	OVR	SPD	CTH	RBK	PBK
FB#48	79	80	70	79	78

WIDERECEIVERS

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#1	97	93	94	88	95
WR#8	87	91	90	85	87
WR#84	85	93	92	82	84
WR#15	84	92	93	87	85

TIGHTENDS

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#86	86	80	74	81	79
TE#88	82	84	76	68	77

OFFENSIVE LINE

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#76	97	92	80	94	93
LG#54	85	86	70	90	89
C#74	88	86	62	87	89
RG#52	85	87	64	86	88
RT#60	90	89	76	90	89

DEFENSIVE LINE

PLAYER	OVR	SPD	STR	TAK	PUR
RE#91	86	82	79	84	87
DT#90	84	56	93	87	75
DT#46	81	62	87	86	78
LE#98	85	74	78	88	89

LINEBACKERS

PLAYER	OVR	SPD	AWR	TAK	PUR
LOLB#4	91	85	79	92	86
ROLB#20	90	88	79	89	94
MLB#42	89	84	76	90	88
LOLB#36	78	82	61	79	80

CORNERBACKS

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#16	89	95	90	90	86
CB#23	84	91	88	87	79
CB#7	83	91	86	86	82
CB#10	79	89	92	84	81

SAFETIES

PLAYER	OVR	SPD	AWI	TAK	POW
FS#12	87	92	77	83	74
SS#3	85	91	76	82	68
FS#31	75	91	70	65	66



OLE MISS Rebels

CONFERENCE SEC (West) | LOCATION Oxford, MS

REPORT CARD AND PROGRAM INFO

91

OVERALL

91

OFFENSE

93

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 606–464–35

RIVALS: MISS ST, VANDY, MEM, ARK

2008 SEASON RECAP

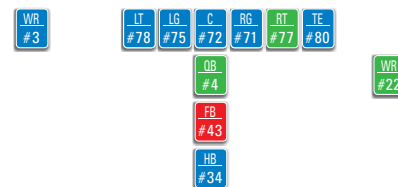
► 9–4 overall record

► 5–3 conference record

► Won AT&T Cotton Bowl

OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Twin TE	Shotgun Y Trips
Ace Big Twins	I-Form Twins	Strong I Normal
Ace F Pair Twins	Shotgun 4WR Trey	Strong I Twins
Ace Trey Open	Shotgun Ace Twins Wk	Weak I Normal
Ace Y Trips	Shotgun Normal HB Wk	
Goal Line Normal	Shotgun Normal Y Flex	
I-Form Normal	Shotgun Split Offset	
I-Form Slot Flex	Shotgun Wild Rebel	

QUARTERBACKS

PLAYER	OVR	SPD	AWR	THP	THA
QB#4	92	82	70	91	88
QB#17	84	59	68	90	87

HALFBACKS

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#34	89	89	89	86	77
HB#25	86	87	88	80	83
HB#27	86	91	86	74	81

FULLBACKS

PLAYER	OVR	SPD	CTH	RBK	PBK
FB#43	74	70	65	70	68

WIDERECEIVERS

PLAYER	OVR	SPD	ACC	JMP	CTH
R#22	92	94	95	82	84
WR#3	87	89	90	90	89
WR#21	85	90	91	78	83
WR#16	84	89	90	88	81

TIGHTENDS

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#80	86	79	76	83	73
TE#32	84	81	78	82	72

OFFENSIVE LINE

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#78	88	90	64	88	88
LG#75	83	89	64	87	88
C#72	89	89	79	84	86
RG#71	85	90	76	89	90
RT#77	94	96	74	88	94

DEFENSIVE LINE

PLAYER	OVR	SPD	STR	TAK	PUR
RE#86	95	84	84	88	89
DT#96	88	74	90	82	83
DT#99	87	65	86	86	85
LE#92	87	79	87	80	85

LINEBACKERS

PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#7	88	87	84	88	86
LOLB#9	87	87	74	87	87
MLB#51	86	84	74	86	88
ROLB#37	84	89	73	84	87

CORNERBACKS

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#8	92	92	85	91	89
CB#24	87	90	85	89	87
CB#41	85	92	88	82	80
CB#6	84	91	84	85	84

SAFETIES

PLAYER	OVR	SPD	AWI	TAK	POW
FS#1	86	91	77	86	79
SS#20	86	89	81	86	68
FS#17	80	92	58	76	66



OREGON Ducks

CONFERENCE Pacific-10 | LOCATION Eugene, OR

REPORT CARD AND PROGRAM INFO

91 **91** **93**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 556–467–46

RIVALS: OR ST, WASH

2008 SEASON RECAP

► 10–3 overall record

► 7–2 conference record

► Won Pacific Life Holiday Bowl

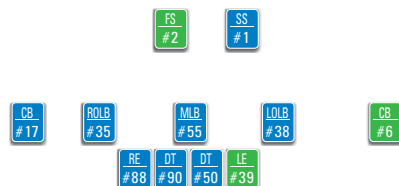
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Goal Line Normal
Pistol Y Trips
Shotgun 4WR Trio
Shotgun 4WR Trio Str
Shotgun 5WR Trio
Shotgun Ace
Shotgun Normal
Shotgun Normal Flex Wing
Shotgun Split Slot
Shotgun Spread
Shotgun Spread Flex
Shotgun Spread
Flex Wk
Shotgun Trio HB Wk
Shotgun Wild Duck
Shotgun Wing Offset
Shotgun Wing Trio Wk
Shotgun Wing Trips Wk
Shotgun Y Trips
Shotgun Y Trips HB Wk

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#8	90	85	66	87	87
QB#11	86	74	63	89	86

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#9	93	92	89	95	77
HB#22	86	91	89	81	74
HB#21	85	93	91	73	79

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#26	84	86	75	79	86

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#19	89	94	96	88	82
WR#10	86	90	92	87	82
WR#89	86	88	89	87	84
WR#3	86	92	94	72	81

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#83	94	85	85	79	93
TE#12	84	83	79	79	85

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#74	84	88	66	87	88
LG#69	86	88	61	86	86
C#54	84	86	57	81	80
RG#79	82	86	68	89	86
RT#68	83	87	63	86	84

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#88	87	77	83	84	83
DT#50	87	62	92	82	78
DT#90	84	64	88	82	79
LE#39	92	74	87	87	87

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#35	88	84	79	88	91
LOLB#38	86	85	74	88	86
MLB#55	84	81	73	89	89
LOLB#42	81	86	73	88	85

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#6	93	94	91	95	95
CB#17	88	92	89	91	90
CB#37	86	90	83	87	88
CB#18	81	91	88	85	85

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#2	91	92	85	88	96
SS#1	88	91	79	80	87
SS#14	83	92	62	82	80



OREGON STATE Beavers

CONFERENCE Pacific-10 | LOCATION Norman, OR

REPORT CARD AND PROGRAM INFO

91 **91** **90**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 489–525–50

RIVALS: OREG

2008 SEASON RECAP

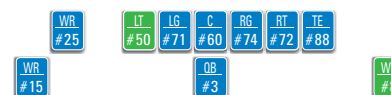
► 9–4 overall record

► 7–2 conference record

► Won Brut Sun Bowl

OFFENSIVE STRENGTH CHART

ACE SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big
Ace Big Twins
Ace Big Wing
Ace Bunch
Ace Jumbo
Ace Slot
Ace Trey Open
Ace Trips
Ace Twin TE
Ace Twin TE Slot
Ace Wing Trips
Ace Y Trips
Goal Line Normal
Shotgun Normal
Shotgun Trio HB Wk
Shotgun Wing Trio Wk
Shotgun Wing Trips Wk
Shotgun Y Trips HB Wk
Weak I Normal

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#3	88	73	71	90	88
QB#5	87	65	71	91	87

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#1	93	93	93	73	91
HB#24	87	89	84	86	69
HB#19	84	91	86	75	77

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#8	92	93	95	82	90
WR#15	86	91	92	85	85
WR#25	84	87	88	84	85
WR#14	83	95	94	86	78

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#88	88	82	75	82	71
TE#85	86	84	79	74	77

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#50	91	90	84	90	90
LG#71	83	87	68	84	84
C#60	87	89	74	90	87
RG#74	86	85	55	75	77
RT#72	87	89	73	88	84

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#74	86	80	80	88	86
DT#54	90	65	90	82	83
DT#92	85	71	87	80	80
LE#55	85	83	81	86	77

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
LOLB#32	89	86	75	85	88
MLB#45	86	82	74	89	82
ROLB#35	85	86	71	89	87
ROLB#59	82	82	70	85	84

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#21	87	92	84	87	84
CB#14	85	91	93	85	80
CB#4	82	90	88	81	82
CB#17	81	89	82	80	81

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#28	86	91	77	81	77
FS#40	84	90	72	79	76
SS#10	82	89	79	79	71


NCAA FOOTBALL 10


PENN STATE Nittany Lions

CONFERENCE Big Ten | LOCATION University Park, PA

REPORT CARD AND PROGRAM INFO

93

OVERALL

93

OFFENSE

93

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 801–349–43

RIVALS: MSU, PITT, BUCKS, MINN

2008 SEASON RECAP

► 11–2 overall record

► 7–1 conference record

► Lost Rose Bowl Game presented by Citi

OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Bunch	I-Form Slot Flex	Shotgun Split Y Flex
Ace Slot	I-Form Tight	Shotgun Spread
Ace Trey Open	I-Form Twins	Shotgun Y Trips
Ace Twin TE Slot	Shotgun 4WR Trey Str	Strong H Pro
Ace Y Trips	Shotgun Empty Trey	Weak H Twins
Goal Line Normal	Shotgun Normal HB Wk	
I-Form Normal	Shotgun Split	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#17	94	86	81	90	89	
QB#12	84	85	62	87	82	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#22	93	92	94	89	90	
HB#21	88	95	91	72	88	
HB#32	83	88	87	84	74	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#44	81	79	59	84	82	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#5	87	89	90	84	90	
WR#83	86	87	88	86	89	
WR#27	86	91	92	87	84	
WR#24	81	89	89	82	81	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#82	86	80	71	82	80	
TE#10	83	82	72	80	80	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#75	86	90	67	88	89	
LG#64	93	90	75	90	91	
C#67	87	89	67	89	90	
RG#61	91	88	81	89	90	
RT#73	85	89	74	89	90	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#5	89	84	80	84	82	
DT#91	90	65	90	89	79	
DT#85	89	62	87	90	77	
LE#44	80	80	77	70	89	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
MLB#45	95	87	87	90	89	
LOLB#18	93	85	75	91	95	
ROLB#34	86	84	73	87	85	
LOLB#42	84	84	71	88	81	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#1	91	92	91	85	87	
CB#19	85	90	85	83	83	
CB#3	82	92	88	78	79	
CB#16	80	90	81	80	79	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#28	86	91	78	87	82	
SS#4	84	90	82	82	75	



PITTSBURGH Panthers

CONFERENCE Big East | LOCATION Pittsburgh, PA

REPORT CARD AND PROGRAM INFO

86

OVERALL

85

OFFENSE

86

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 654–475–41

RIVALS: WVU, CIN, PSU

2008 SEASON RECAP

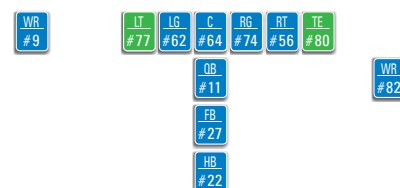
► 9–4 overall record

► 5–2 conference record

► Lost Brut Sun Bowl

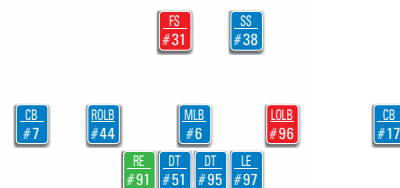
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Goal Line Normal	Shotgun Spread
Ace Big Twins	I-Form Normal	Shotgun Wild Panther
Ace Slot	I-Form Tight	Strong I Normal
Ace Spread	I-Form Twin TE	Weak I Normal
Ace Twin TE	I-Form Twins	Weak I Twins
Ace Twin TE Slot	Shotgun 4WR Trey Str	
Ace Y Trips	Shotgun Normal	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#11	86	66	72	90	86	
QB#19	84	65	70	91	85	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#22	83	90	90	71	84	
HB#33	82	90	94	73	77	
HB#34	82	92	93	66	81	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#27	83	84	65	85	79	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#82	88	90	93	88	83	
WR#9	87	90	91	90	84	
WR#88	86	92	95	89	80	
WR#1	84	90	93	89	84	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#80	91	86	79	81	80	
TE#83	83	81	75	84	67	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#77	92	90	79	91	92	
LG#62	85	84	72	84	85	
C#64	87	88	70	84	86	
RG#74	82	89	78	87	89	
RT#56	88	90	73	90	90	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#91	90	82	83	89	88	
DT#95	87	62	85	86	75	
DT#51	85	59	84	88	78	
LE#97	81	78	70	86	89	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
ROLB#44	83	76	70	89	89	
MLB#6	82	76	77	88	89	
ROLB#32	81	82	72	86	86	
LOLB#96	76	80	66	85	77	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#17	89	91	88	90	88	
CB#7	84	91	89	85	88	
CB#35	81	91	80	86	86	
CB#23	77	90	84	82	80	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
SS#38	82	86	74	80	86	
SS#20	80	87	75	77	77	



PURDUE Boilermakers

CONFERENCE Big Ten | LOCATION West Lafayette, IN

REPORT CARD AND PROGRAM INFO

76 **81** **74**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 570–487–48

RIVALS: IU, ILLINI, ND

2008 SEASON RECAP

► 4–8 overall record

► 2–6 conference record

► 9th in Big Ten

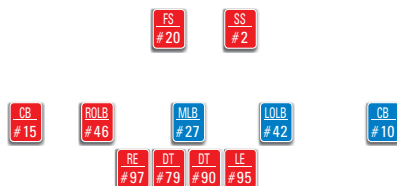
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Shotgun 5WR Trio	Shotgun Trio HB Wk
Ace Slot	Shotgun Bunch HB Str	Shotgun Trips HB Wk
Ace Twin TE	Shotgun Normal	Shotgun Y Trips
Ace Twin TE Slot	Shotgun Normal HB Wk	Shotgun Y Trips HB Wk
Ace Y Trips	Shotgun Split Slot	Strong I Normal
Goal Line Normal	Shotgun Spread	
Shotgun 4WR Trio Str	Shotgun Spread Flex	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#14	87	74	74	88	85
QB#5	86	82	58	88	84

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#33	87	91	89	70	77
HB#34	83	90	85	82	83
HB#25	81	87	87	51	82

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#44	66	76	70	59	59

WIDERCEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#21	86	91	92	91	76
WR#6	85	90	89	85	80
WR#17	80	88	88	86	76
WR#3	80	89	92	85	76

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#85	75	76	74	62	58
TE#80	74	74	65	70	69

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#74	86	89	50	94	91
LG#75	82	88	66	87	89
C#55	82	87	58	88	87
RG#72	85	90	76	86	87
RT#51	86	87	80	88	91

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#97	59	78	74	68	60
DT#90	79	74	72	84	78
DT#79	78	65	82	78	81
LE#95	68	74	74	78	63

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#27	84	85	70	92	86
LOLB#42	83	86	50	84	90
LOLB#57	72	85	61	80	84
MLB#56	72	82	70	78	76

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#10	80	90	93	78	86
CB#15	77	91	89	70	75
CB#4	77	95	76	78	81
CB#8	73	86	82	75	88

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#2	79	92	68	78	87
SS#43	76	84	72	76	63



RICE Owls

CONFERENCE Conference USA (West) | LOCATION Houston, TX

REPORT CARD AND PROGRAM INFO

71 **75** **71**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 426–538–32

RIVALS: HOU, SMU, TULSA

2008 SEASON RECAP

► 10–3 overall record

► 7–1 conference record

► Won Texas Bowl

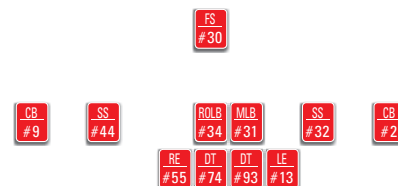
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-2-5 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Shotgun Ace Wing Wk	Shotgun Trips
Ace Slot	Shotgun Bunch HB Str	Shotgun Trips HB Wk
Goal Line Normal	Shotgun Normal	Shotgun Trips Open
Pistol Ace Twins	Shotgun Normal Y Slot	Shotgun Trips Open Str
Pistol H Twins	Shotgun Split Slot	Shotgun Wing Trips Wk
Shotgun 5WR	Shotgun Spread	
Shotgun 5WR Trips	Shotgun Spread HB Wk	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#17	83	86	61	85	80
QB#7	83	75	59	86	84

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#5	82	89	87	76	77
HB#21	82	89	91	68	77
HB#28	81	87	88	82	75

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#22	59	86	59	56	48

WIDERCEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#3	84	90	87	86	80
WR#82	83	90	90	80	76
WR#18	80	90	91	82	74
WR#80	80	89	89	82	76

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#84	68	80	76	59	63
TE#85	60	74	67	57	72

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#56	84	86	68	84	86
LG#60	76	86	61	82	86
C#73	87	82	72	89	87
RG#63	83	82	74	88	80
RT#67	80	84	72	80	87

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#55	68	84	68	70	73
DT#74	70	56	85	80	76
DT#93	67	65	78	74	69
LE#13	64	76	76	76	75

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#34	76	88	72	78	83
MLB#31	75	86	76	78	88
MLB#42	74	76	74	82	76
LOLB#36	71	84	49	80	72

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#9	76	91	87	72	76
CB#2	74	89	84	74	82
CB#15	73	92	82	69	82
CB#26	70	90	80	74	75

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#30	78	89	72	74	63
SS#32	73	87	58	78	63


**NCAA
FOOTBALL 10**

RUTGERS *Scarlet Knights*

 CONFERENCE **Big East** | LOCATION **Piscataway, NJ**

REPORT CARD AND PROGRAM INFO

87

OVERALL

87

OFFENSE

88

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 599–589–42

RIVALS: UCON, SU

2008 SEASON RECAP

▶ 8–5 overall record

▶ 5–2 conference record

▶ Won Papajohns.com Bowl

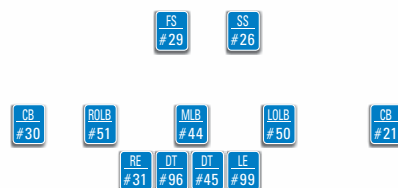
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Slot Flex	Shotgun Y Trips
Ace Bunch	I-Form Tight	Strong I Normal
Ace Slot	Shotgun 5WR Trips	Strong I Tight
Ace Twin TE Slot	Shotgun Normal Flex	Strong I Twins
Ace Y Trips	Shotgun Normal Y Slot	Weak I Twin TE
Goal Line Normal	Shotgun Split Slot	
I-Form Normal	Shotgun Trips HB Wk	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#15	86	83	56	86	85
QB#1	84	75	55	89	84

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#8	88	92	91	77	79
HB#38	84	89	88	70	77
HB#39	83	87	77	86	64

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#19	86	83	68	82	85

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#2	88	95	96	80	80
WR#5	85	91	94	82	78
WR#18	81	87	88	87	81
WR#17	81	88	90	90	74

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#3	87	85	72	79	75
TE#82	78	77	68	79	64

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#75	93	93	77	92	93
LG#60	86	89	76	87	88
C#61	89	85	68	86	88
RG#69	90	87	78	87	87
RT#78	88	86	72	88	88

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#31	83	82	82	74	89
DT#45	87	76	74	86	87
DT#96	85	74	85	85	79
LE#99	83	81	79	88	79

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#44	89	86	81	91	86
LOLB#50	85	85	79	87	88
ROLB#51	83	84	74	80	86
MLB#53	81	76	61	87	82

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#21	89	91	86	90	86
CB#30	84	89	84	86	85
CB#4	82	86	80	87	85
CB#35	81	89	80	85	85

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#26	86	91	79	84	64
FS#29	84	91	79	79	82


SAN DIEGO STATE *Aztecs*

 CONFERENCE **Mountain West** | LOCATION **San Diego, CA**

REPORT CARD AND PROGRAM INFO

73

OVERALL

79

OFFENSE

71

DEFENSE

PROGRAM INFO

PRESTIGE: ★

ALL-TIME RECORD: 471–377–32

RIVALS: UNLV, FS, BYU

2008 SEASON RECAP

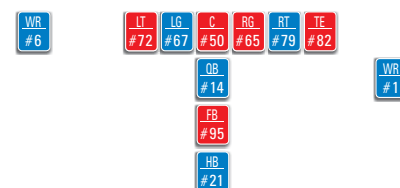
▶ 2–10 overall record

▶ 1–7 conference record

▶ 9th in Mountain West

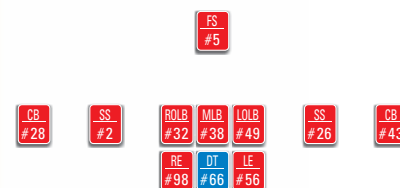
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

3-3-5 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Slot Flex	Shotgun Trips HB Wk
Ace Big Twins	I-Form Tight	Shotgun Y Trips HB Wk
Ace Bunch	I-Form Twins	Split Pro
Ace Slot	I-Form Y Trips	Strong I Normal
Ace Y Trips	Shotgun Normal	Weak I Twins
Goal Line Normal	Shotgun Spread Flex Wk	
I-Form Normal	Shotgun Trio HB Wk	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#14	83	62	73	88	86
QB#9	81	68	55	88	82

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#21	87	92	95	77	84
HB#24	85	90	90	80	78
HB#30	81	90	87	70	78

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#95	63	68	59	79	76

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#1	86	90	92	88	82
WR#6	84	93	93	80	79
WR#19	82	88	88	86	73
WR#4	81	88	86	74	86

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#82	78	70	74	65	68
TE#86	72	78	70	65	68

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#72	78	84	61	84	82
LG#67	82	91	66	84	90
C#50	79	87	64	88	86
RG#65	77	87	66	82	86
RT#79	85	92	70	85	85

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#98	69	76	72	78	87
DT#66	82	68	84	82	78
DT#55	77	70	82	78	77
LE#56	70	74	76	82	76

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#32	78	84	74	80	84
MLB#38	75	78	64	84	75
ROLB#34	73	74	76	78	75
LOLB#49	69	80	48	80	76

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#28	77	92	87	76	77
CB#43	74	87	88	69	88
CB#29	71	91	82	74	73
CB#21	68	90	84	70	73

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#5	74	86	66	74	66
SS#26	68	86	64	65	59



SAN JOSE STATE Spartans

CONFERENCE WAC | LOCATION San Jose, CA

REPORT CARD AND PROGRAM INFO

63 **71** **64**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★

ALL-TIME RECORD: 446–429–37

RIVALS: FS

2008 SEASON RECAP

► 6–6 overall record

► 4–4 conference record

► 6th in WAC

OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Twins	Shotgun 5WR Trey
Ace Big Twins	I-Form Y Trips	Shotgun 5WR Trio
Ace Twin TE Slot	Pistol Bunch	Shotgun 5WR Trips
Goal Line Normal	Pistol Slot	Shotgun Normal HB Wk
I-Form Normal	Pistol Y Trips	Shotgun Y Trips HB Wk
I-Form Slot Flex	Shotgun 4WR Trey Str	
I-Form Tight	Shotgun 4WR Trio Str	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#15	84	84	61	84	84
QB#12	79	68	58	87	82

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#33	82	90	88	63	80
HB#39	75	86	90	62	72
HB#34	70	82	86	62	77

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#25	58	88	68	40	40

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#87	85	90	93	84	82
WR#6	80	87	87	86	84
WR#88	79	86	88	84	80
WR#80	79	90	93	78	78

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#85	66	74	68	62	60
TE#35	63	72	58	63	71

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#64	80	86	66	82	86
LG#65	74	86	64	84	82
C#79	74	84	61	78	78
RG#72	81	86	66	82	85
RT#77	86	86	78	90	89

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#93	62	72	78	76	84
DT#96	71	62	82	76	69
DT#97	65	70	74	72	73
LE#53	65	72	72	76	70

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#45	70	84	64	76	70
LOLB#54	64	74	64	72	80
MLB#14	64	74	74	80	62
LOLB#56	63	82	64	70	76

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#30	77	91	84	77	81
CB#16	76	91	85	76	79
CB#24	72	89	78	72	82
CB#37	68	90	82	66	75

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#19	65	84	61	62	56
SS#22	65	87	83	62	67



SMU Mustangs

CONFERENCE Conference USA (West) | LOCATION Dallas, TX

REPORT CARD AND PROGRAM INFO

69 **75** **70**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★

ALL-TIME RECORD: 439–477–54

RIVALS: TCU, RICE

2008 SEASON RECAP

► 1–11 overall record

► 0–8 conference record

► 6th in Conference USA West

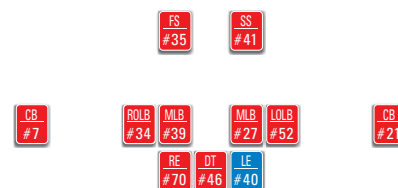
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

3-4 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace 4WR Trips	Shotgun Double Flex	Shotgun Trips
Ace Spread	Shotgun Flanker Close	Shotgun Trips HB Wk
Goal Line Normal	Shotgun Normal Y Slot	Shotgun Trips Open
Shotgun 4WR	Shotgun Spread	Shotgun Trips Open Str
Shotgun 4WR Trio	Shotgun Spread Flex Wk	Shotgun Wing Trips
Shotgun 5WR Trips	Shotgun Spread HB Wk	
Shotgun Bunch HB Str	Shotgun Tight	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB #12	84	76	64	88	82
QB #14	78	68	55	86	80

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB #20	86	88	88	78	80
HB #1	78	86	84	85	66
HB #25	78	86	87	61	77

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR #5	81	87	90	87	76
WR #26	80	87	87	82	78
WR #17	80	87	88	85	86
WR #24	79	90	89	74	80

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE #89	73	72	68	70	73
TE #87	64	68	70	63	63

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT #71	73	84	52	82	82
LG #67	79	84	66	78	80
C #59	84	84	66	82	84
RG #68	73	84	68	80	84
RT #79	76	89	61	84	84

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE #70	64	78	65	74	64
DT #46	75	70	80	78	85
DT #99	73	62	82	80	75
LE #40	81	80	72	84	80

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
LOLB #52	74	84	66	80	85
MLB #27	72	80	82	85	74
ROLB #34	67	82	58	70	80
MLB #39	65	82	61	76	77

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB #21	74	86	87	75	80
CB #7	73	89	82	68	79
CB #10	71	91	88	68	74
CB #25	70	92	86	70	70

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS #35	72	91	55	56	56
FS #6	70	91	72	62	57
SS #41	68	87	66	68	65


**NCAA
FOOTBALL 10**


SOUTH CAROLINA Gamecocks

CONFERENCE SEC (East) | LOCATION Columbia, SC

REPORT CARD AND PROGRAM INFO

78

OVERALL

81

OFFENSE

78

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 528–529–44

RIVALS: CLEM, UF, UGA

2008 SEASON RECAP

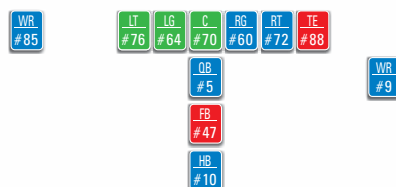
► 7–6 overall record

► 4–4 conference record

► Lost Outback Bowl

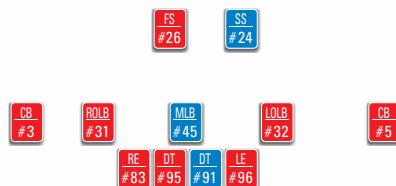
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Goal Line Normal	Shotgun Normal Flex
Ace Slot	I-Form Normal	Shotgun Spread
Ace Spread	I-Form Twins	Shotgun Y Trips
Ace Trio	Shotgun 4WR Trey Str	Split Backs 3WR
Ace Y Trips	Shotgun 5-Wide Tiger	Strong I Normal

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#5	86	74	58	91	84
QB#13	84	68	58	89	86

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#10	83	88	87	76	84
HB#28	83	90	88	74	83
HB#3	81	90	90	80	82

FULLBACKS					
PLAYER	OVR	SPD	CTH	PBK	PBK
FB#47	66	76	65	59	56

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#9	88	93	94	87	82
WR#85	85	90	88	88	85
WR#18	85	89	87	87	85
WR#19	84	91	89	93	84

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#88	68	68	78	62	70
TE#92	56	74	64	60	54

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	PBK
LT#76	95	88	82	90	86
LG#64	90	88	68	87	86
C#70	90	86	66	90	89
RG#60	85	86	66	86	88
RT#72	81	89	64	90	89

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#83	68	74	72	72	79
DT#91	84	65	87	85	80
DT#95	79	70	82	82	78
LE#96	78	76	80	84	70

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#45	85	84	76	86	89
MLB#41	77	82	68	84	82
LOLB#32	75	80	60	80	80
LOLB#43	73	80	62	82	82

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#5	79	90	88	79	79
CB#3	75	92	88	68	79
CB#12	75	89	89	75	79
CB#23	72	86	85	70	70

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#24	82	89	76	74	65
SS#21	79	91	66	75	80



SOUTHERN MISS Golden Eagles

CONFERENCE Conference USA (East) | LOCATION Hattiesburg, MS

REPORT CARD AND PROGRAM INFO

82

OVERALL

89

OFFENSE

77

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 533–359–27

RIVALS: MEM, UAB, TUL

2008 SEASON RECAP

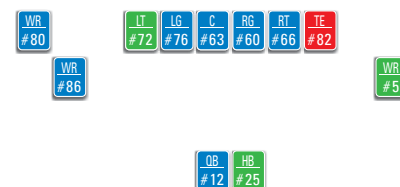
► 7–6 overall record

► 4–4 conference record

► Won R + L Carriers New Orleans Bowl

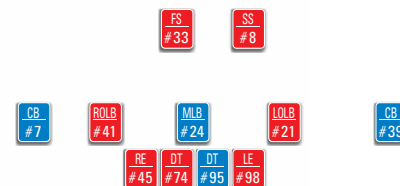
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Twins	Shotgun Spread Flex
Ace Big Twins	Shotgun 4WR Trio	Shotgun Trips
Ace Bunch Swap	Shotgun Ace	Shotgun Trips TE
Ace Slot	Shotgun Double Flex	Shotgun Y Trips
Ace Y Trips	Shotgun Normal	Shotgun Y Trips HB Wk
Goal Line Normal	Shotgun Normal Y Slot	
I-Form Normal	Shotgun Split Offset	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#12	88	84	67	88	86
QB#14	82	77	58	89	81

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#25	91	91	93	80	82
HB#2	82	88	88	79	78
HB#38	82	89	87	75	76

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#5	92	93	94	96	85
WR#80	88	90	91	90	87
WR#86	83	88	89	88	82
WR#6	82	90	90	78	78

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#82	78	77	68	79	70
TE#37	77	86	77	59	89

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	PBK
LT#72	91	88	70	91	93
LG#76	84	82	74	89	84
C#63	87	86	52	83	85
RG#60	85	89	68	87	85
RT#66	84	80	48	90	89

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#45	70	72	72	74	86
DT#95	86	62	87	85	77
DT#74	76	65	85	84	65
LE#98	74	70	80	78	87

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#24	87	89	85	88	94
LOLB#21	75	84	79	88	76
ROLB#41	75	80	78	76	80
MLB#46	67	78	70	74	74

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#39	85	91	85	86	85
CB#7	80	91	88	78	83
CB#20	78	91	89	80	79
CB#17	76	90	90	70	75

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#33	70	87	52	70	64
SS#8	70	87	61	74	66
FS#18	67	86	61	70	44



STANFORD Cardinal

CONFERENCE Pacific-10 | LOCATION Stanford, CA

REPORT CARD AND PROGRAM INFO

74

OVERALL

83

OFFENSE

73

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 554-427-50

RIVALS: CAL, ND

2008 SEASON RECAP

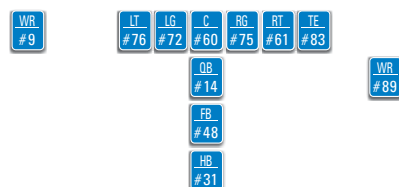
► 5-7 overall record

► 4-5 conference record

► 6th in Pacific 10

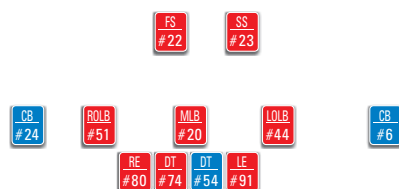
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Goal Line Normal	Shotgun Normal Flex
Ace Bunch	I-Form Normal	Shotgun Spread Flex Wk
Ace Trey Open	I-Form Slot Flex	Shotgun Y Trips
Ace Twin TE	I-Form Twin TE	Strong I Normal
Ace Twin TE Slot	I-Form Twins	Weak H Twins
Ace Wing Trips	Shotgun Ace	
Ace Y Trips	Shotgun Bunch HB Str	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#14	86	70	70	89	86
QB#13	86	68	63	91	88

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#31	84	90	87	71	79
HB#34	84	89	88	79	77
HB#7	83	87	85	76	75

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#48	85	84	68	84	83

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#89	86	90	92	88	82
WR#9	84	89	90	90	86
WR#38	82	88	86	80	82
WR#10	80	88	90	86	80

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#83	83	78	74	68	82
TE#88	62	76	78	62	59

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#76	85	88	44	72	70
LG#72	89	85	64	84	89
C#60	88	91	50	90	88
RG#75	84	80	70	82	84
RT#61	85	89	66	82	84

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#80	67	74	68	76	83
DT#54	84	62	89	84	74
DT#74	78	59	88	82	77
LE#91	72	74	76	76	71

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#20	76	80	74	84	85
MLB#50	71	80	66	78	72
MLB#42	69	80	64	74	89
LOLB#44	68	78	72	80	75

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#6	83	94	85	80	85
CB#24	82	91	86	78	85
CB#12	72	91	89	74	73
CB#29	69	86	80	74	76

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#22	71	84	78	76	57
SS#23	71	86	68	72	61



SYRACUSE Orange

CONFERENCE Big East | LOCATION Syracuse, NY

REPORT CARD AND PROGRAM INFO

69

OVERALL

73

OFFENSE

68

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 673-471-49

RIVALS: WVY, RU

2008 SEASON RECAP

► 3-9 overall record

► 1-6 conference record

► 8th in Big East

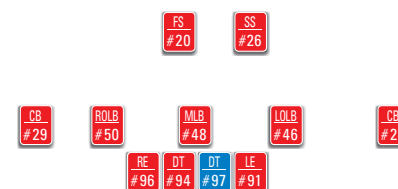
OFFENSIVE STRENGTH CHART

ACE SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace 4WR Trips	Ace Twin TE Slot	Shotgun Trips HB Wk
Ace Big	Ace Y Trips	Shotgun Trips Over
Ace Jumbo	Goal Line Normal	Shotgun Wing Trips Wk
Ace Slot	Shotgun Double Flex	Shotgun Y Trips HB Wk
Ace Spread	Shotgun Normal HB Wk	Strong H Pro
Ace Trips	Shotgun Split	
Ace Twin TE	Shotgun Split Slot	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#9	85	74	72	87	84
QB#8	76	65	55	85	80

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#3	83	87	87	84	76
HB#23	80	90	90	55	77
HB#32	80	87	85	70	72

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#1	85	89	91	85	82
WR#10	81	90	87	87	82
WR#11	81	88	87	86	80
WR#27	78	86	87	87	82

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#85	51	68	65	62	65
TE#84	50	76	65	59	55

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#77	82	89	61	84	88
LG#52	73	85	55	80	80
C#60	80	82	58	85	85
RG#71	84	90	64	88	86
RT#78	79	88	61	78	88

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#96	62	76	65	72	75
DT#97	88	68	89	86	76
DT#94	69	59	82	78	68
LE#91	74	78	76	80	70

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#48	72	82	64	80	72
LOLB#46	70	82	72	80	76
MLB#58	70	82	64	78	70
ROLB#50	66	87	61	70	77

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#28	78	89	87	83	80
CB#29	77	89	84	77	82
CB#27	75	91	87	75	85
CB#35	73	91	88	80	75

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#20	66	87	58	65	60
FS#24	62	92	61	59	57
SS#26	59	87	55	62	37


NCAA FOOTBALL 10


TCU Horned Frogs

CONFERENCE Mountain West | LOCATION Fort Worth, TX

REPORT CARD AND PROGRAM INFO

82

OVERALL

83

OFFENSE

83

DEFENSE

PROGRAM INFO

PRESTIGE: ★★ ★

ALL-TIME RECORD: 556–511–57

RIVALS: SMU, BAY

2008 SEASON RECAP

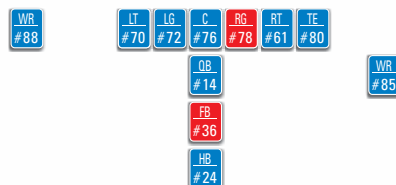
► 11–2 overall record

► 7–1 conference record

► Won San Diego County Credit Union Poinsettia Bowl

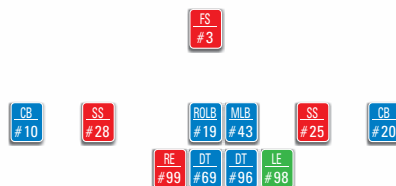
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-2-5 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Normal	Shotgun Spread HB Wk
Ace Big Twins	I-Form Tight	Shotgun Trips
Ace Spread	I-Form Y Trips	Shotgun Wild Frog
Ace Twin TE	Shotgun 5WR	Shotgun Y Trips
Ace Twin TE Slot	Shotgun Ace Twins Wk	Strong I Y Trips
Ace Y Trips	Shotgun Normal	Weak I Normal
Goal Line Normal	Shotgun Split Slot	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#14	87	76	76	88	86	
QB#15	83	82	59	85	83	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#24	88	90	89	81	76	
HB#18	88	91	89	70	80	
HB#26	84	94	90	74	81	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#36	74	83	65	65	56	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#85	87	92	92	90	86	
WR#88	85	88	90	87	84	
WR#6	83	87	88	84	86	
WR#13	82	86	88	90	83	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#80	81	76	80	79	72	
TE#89	75	74	72	77	69	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#70	89	92	72	91	91	
LG#72	84	84	60	88	89	
C#76	84	84	66	84	84	
RG#78	79	89	55	86	85	
RT#61	85	91	77	84	82	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#99	78	79	70	86	86	
DT#69	85	72	84	88	65	
DT#96	82	77	82	85	77	
LE#98	94	84	70	93	88	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
MLB#43	84	86	66	83	89	
ROLB#19	80	91	77	88	82	
MLB#35	75	83	53	79	83	
ROLB#22	74	90	66	79	79	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#10	84	92	91	86	88	
CB#20	83	90	85	87	89	
CB#7	80	89	78	86	87	
CB#9	78	91	85	83	85	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
SS#25	79	91	70	83	81	
SS#28	75	82	68	76	77	



TEMPLE Owls

CONFERENCE Mid-American (East) | LOCATION Philadelphia, PA

REPORT CARD AND PROGRAM INFO

73

OVERALL

73

OFFENSE

74

DEFENSE

PROGRAM INFO

PRESTIGE: ★

ALL-TIME RECORD: 397–532–52

RIVALS: PITT, BUFF

2008 SEASON RECAP

► 5–7 overall record

► 4–4 conference record

► 2nd in Mountain West

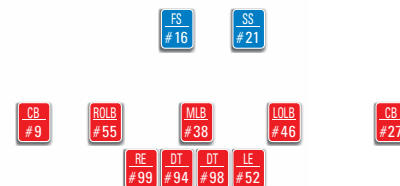
OFFENSIVE STRENGTH CHART

ACE SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Tight	Shotgun Trips
Ace Big Twins	I-Form Twins	Shotgun Trips HB Wk
Ace Bunch	Shotgun 5WR Flex	Shotgun Trips Over
Ace F Pair Twins	Shotgun Ace	Shotgun Y Trips
Ace Y Trips	Shotgun Normal	Shotgun Y Trips HB Wk
Goal Line Normal	Shotgun Normal HB Wk	
I-Form Slot	Shotgun Spread	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#7	81	65	57	88	84	
QB#12	81	62	62	89	86	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#34	85	90	89	76	76	
HB#26	80	87	84	67	84	
HB#23	79	87	88	73	75	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#43	63	76	56	52	48	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#22	84	94	96	87	78	
WR#15	82	88	89	84	80	
WR#84	81	89	90	82	78	
WR#10	80	90	90	92	80	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#86	65	70	65	62	67	
TE#89	63	68	70	62	62	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#73	85	86	64	84	88	
LG#70	80	92	57	86	87	
C#65	77	85	66	86	85	
RG#97	85	85	62	87	87	
RT#66	74	85	45	81	83	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#99	67	74	62	74	83	
DT#98	75	68	86	82	79	
DT#94	74	70	76	76	84	
LE#52	68	75	72	74	83	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
LOLB#46	77	80	68	89	74	
LOLB#11	74	84	64	80	86	
MLB#38	70	78	68	78	72	
ROLB#55	68	86	40	74	75	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#27	75	89	74	75	82	
CB#9	73	89	80	80	69	
CB#24	68	90	78	69	75	
CB#20	66	87	80	70	70	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#16	87	88	80	81	80	
SS#21	86	90	81	83	77	
SS#29	72	89	49	74	66	



TENNESSEE Volunteers

CONFERENCE SEC (East) | LOCATION Knoxville, TN

REPORT CARD AND PROGRAM INFO

91 **89** **93**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 776–327–53

RIVALS: UF, UK VANDY, BAMA

2008 SEASON RECAP

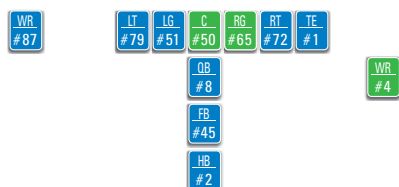
► 5–7 overall record

► 3–5 conference record

► 5th in SEC East

OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big
Ace Big Twins
Ace Slot
Ace Tight
Ace Trey Open
Ace Wing Trio
Ace Y Trips
Goal Line Normal

I-Form Close
I-Form Normal
I-Form Slot Flex
I-Form Twin TE
I-Form Twins
Shotgun 4WR Trey
Shotgun Double Flex
Shotgun Normal Flex

Shotgun Split Y Flex
Shotgun Wing Trips
Shotgun Y Trips HB Wk
Strong I Normal
Strong I Twin TE
Strong I Y Flex
Weak I Normal

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#8	87	76	71	89	86
QB#18	84	81	44	89	84

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#2	89	91	94	81	78
HB#3	87	92	88	80	80
HB#28	84	89	86	77	78

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#45	82	83	65	82	85

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#4	90	93	95	86	86
WR#87	88	89	90	88	85
WR#83	86	90	93	87	85
WR#21	85	90	87	86	88

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#1	87	86	83	76	82
TE#88	86	85	77	79	77

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#79	89	89	72	92	91
LG#51	86	86	68	89	86
C#50	96	91	82	92	92
RG#65	90	93	72	89	89
RT#72	86	89	63	86	85

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#99	89	85	80	85	83
DT#55	90	55	93	91	73
DT#52	87	78	84	86	74
LE#84	89	84	70	86	86

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#5	91	85	82	89	92
LOB#43	86	86	77	89	84
MLB#56	82	82	70	84	81
MLB#59	77	78	64	84	78

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#41	88	92	88	88	87
CB#31	85	92	87	87	87
CB#13	82	91	88	86	85
CB#24	82	92	87	85	85

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#14	97	95	85	89	99
FS#9	82	89	76	82	41
SS#23	82	88	74	77	77



TEXAS Longhorns

CONFERENCE Big 12 (South) | LOCATION Austin, TX

REPORT CARD AND PROGRAM INFO

97 **97** **96**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 832–320–34

RIVALS: TAMNU, BAY, ARK, TTU

2008 SEASON RECAP

► 12–1 overall record

► 7–1 conference record

► Won Tostitos Fiesta Bowl

OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big
Ace Y Trips
Goal Line Normal
I-Form Normal
I-Form Tight
Shotgun 4WR Trey

Shotgun 4WR Trey Str
Shotgun 5WR Flex Trey
Shotgun Ace
Shotgun Ace Twins
Shotgun Ace Twins Wk
Shotgun Empty Trey Flex

Shotgun Normal
Shotgun Normal HB Wk
Shotgun Trips Over
Shotgun Trips TE
Shotgun Y Trips
Shotgun Y Trips HB Wk

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#12	98	84	77	89	95
QB#17	84	85	58	86	81

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#31	90	89	84	89	81
HB#2	89	92	91	80	82
HB#22	89	93	93	78	85

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#24	85	87	63	76	75

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#8	95	94	93	88	92
WR#5	90	93	93	88	90
WR#9	89	92	94	80	89
WR#11	88	93	92	84	86

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#19	90	87	87	75	87
TE#53	84	74	72	87	67

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#74	93	92	84	92	93
LG#52	87	90	74	91	90
C#71	91	90	71	94	93
RG#63	89	91	65	88	91
RT#64	90	91	75	90	89

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#2	96	88	82	90	88
DT#33	89	73	82	87	76
DT#92	86	62	87	88	81
LE#32	88	81	82	87	84

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#38	91	86	75	91	90
MLB#11	89	85	80	84	88
LOB#1	87	86	70	90	88
MLB#42	85	83	70	88	86

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#8	90	93	88	90	87
CB#4	89	92	84	90	88
CB#7	88	93	86	88	89
CB#3	87	92	89	86	85

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#12	92	92	81	86	92
SS#21	87	89	79	86	79
FS#6	85	92	74	82	81


NCAA FOOTBALL 10


TEXAS A&M Aggies

CONFERENCE Big 12 (South) | LOCATION College Station, TX

REPORT CARD AND PROGRAM INFO

87

OVERALL

85

OFFENSE

88

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 659–433–48

RIVALS: TEXAS, ARK, TTU

2008 SEASON RECAP

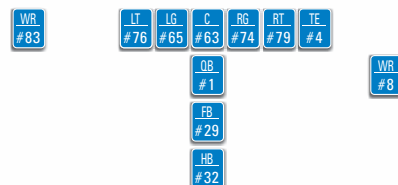
▶ 4–8 overall record

▶ 2–6 conference record

▶ 6th in Big 12 South

OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Double Flex	I-Form Twin TE	Shotgun Normal HB Wk
Ace Slot Flex	I-Form Twins Flex	Shotgun Split Y Flex
Ace Tight Slots	Shotgun 4WR Trey	Shotgun Spread
Ace Y Trips	Shotgun 5WR Flex Trey	Shotgun Y Trips
I-Form Close Twins	Shotgun Empty Trey Flex	Strong I Normal
I-Form Normal	Shotgun Normal	Weak I Normal

PLAYER	OVR	SPD	AWR	THP	THA
QB#1	87	87	63	87	84
QB#17	85	86	61	85	84

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#32	86	92	94	77	84
HB#28	85	89	89	84	76
HB#19	85	92	90	76	81

PLAYER	OVR	SPD	CTH	PBK	PBK
FB#29	80	82	60	83	79

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#8	89	89	90	90	87
WR#83	86	90	91	82	86
WR#5	83	89	92	85	85
WR#6	81	89	90	85	80

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#4	85	78	83	77	87
TE#81	79	74	67	82	74

PLAYER	OVR	SPD	AWR	PBK	PBK
LT#76	88	87	71	87	89
LG#65	83	89	66	83	85
C#63	86	90	70	86	88
RG#74	89	93	78	88	88
RT#79	86	88	70	85	90

PLAYER	OVR	SPD	STR	TAK	PUR
RE#93	81	84	72	86	83
DT#77	88	62	89	85	79
DT#83	87	67	86	87	76
LE#92	85	81	83	84	85

PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#46	89	83	81	92	83
LOLB#32	84	86	79	87	83
MLB#36	83	82	66	84	85
LOLB#35	82	84	78	85	83

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#25	87	87	89	90	89
CB#21	85	91	86	87	84
CB#4	83	93	87	87	80
CB#31	82	89	78	88	85

PLAYER	OVR	SPD	AWI	TAK	POW
FS#22	84	86	79	87	78
SS#27	83	89	81	82	76
FS#5	82	92	70	79	65



TEXAS TECH Red Raiders

CONFERENCE Big 12 (South) | LOCATION Lubbock, TX

REPORT CARD AND PROGRAM INFO

82

OVERALL

83

OFFENSE

81

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 502–389–32

RIVALS: TEXAS, BAY, TAMU

2008 SEASON RECAP

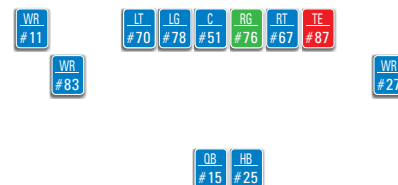
▶ 11–2 overall record

▶ 7–1 conference record

▶ Lost AT&T Cotton Bowl

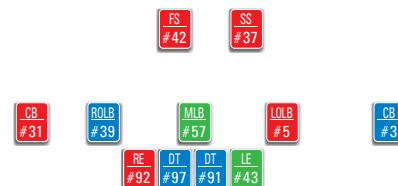
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace 4WR Trips	Shotgun Double Flex	Shotgun Trips HB Wk
Ace Big Flip	Shotgun Normal Y Flex	Shotgun Trips Open
Ace Spread Flex	Shotgun Split Slot	Shotgun Trips Open Str
Goal Line Normal	Shotgun Split Y Flex	Strong H Pro
Shotgun 4WR Trey	Shotgun Spread Flex	Weak H Pro
Shotgun 4WR Trey Str	Shotgun Spread Flex Wk	
Shotgun Big Flip	Shotgun Trips	

PLAYER	OVR	SPD	AWR	THP	THA
QB#15	85	72	59	91	85
QB#14	81	62	58	89	84

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#25	88	91	89	90	78
HB#32	86	90	89	88	75
HB#21	85	89	94	74	81

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#27	89	93	95	88	86
WR#11	88	91	93	84	84
WR#83	86	91	92	89	82
WR#22	86	90	92	88	82

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#87	70	84	74	56	63
TE#80	66	85	76	56	60

PLAYER	OVR	SPD	AWR	PBK	PBK
LT#70	85	88	58	88	85
LG#78	83	90	52	91	87
C#51	85	88	72	88	87
RG#76	92	95	79	94	91
RT#67	88	90	66	90	87

PLAYER	OVR	SPD	STR	TAK	PUR
RE#92	72	74	74	78	75
DT#91	84	74	87	86	76
DT#97	82	72	82	82	77
LE#43	91	83	83	91	91

PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#57	90	85	77	88	88
ROLB#39	87	86	71	84	92
ROLB#35	80	90	52	80	85
ROLB#54	76	82	78	80	88

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#3	85	91	90	88	78
CB#31	79	89	88	78	84
CB#28	76	95	91	74	80
CB#33	76	90	88	77	82

PLAYER	OVR	SPD	AWI	TAK	POW
FS#42	74	89	52	76	62
SS#37	71	87	52	76	58
SS#6	71	87	64	72	61



TOLEDO Rockets

CONFERENCE Mid-American (West) | LOCATION Toledo, OH

REPORT CARD AND PROGRAM INFO

67 **77** **67**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 460–385–24

RIVALS: BGSU

2008 SEASON RECAP

► 3–9 overall record

► 2–6 conference record

► 5th in Mid-American West

OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Slot	Shotgun Bunch HB Str	Shotgun Trips HB Wk
Ace Twin TE	Shotgun Normal Wing TE	Shotgun Trips Open
Ace Y Trips	Shotgun Normal Y Slot	Shotgun Trips Open Str
Goal Line Normal	Shotgun Spread	Shotgun Wing Trips
Shotgun 4WR Trio	Shotgun Spread Flex	Shotgun Wing Trips Wk
Shotgun 5WR Trio	Shotgun Spread HB Wk	
Shotgun 5WR Trips	Shotgun Trips	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#19	85	70	76	87	84	
QB#12	81	70	58	85	85	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#22	84	87	89	82	72	
HB#15	78	85	87	72	74	
HB#24	77	85	84	65	76	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#88	87	88	88	90	88	
WR#85	78	89	87	85	74	
WR#80	77	88	91	80	76	
WR#87	71	89	84	82	73	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#81	70	68	65	75	68	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#65	83	85	58	82	86	
LG#68	75	87	64	88	87	
C#50	86	82	68	85	82	
RG#69	81	90	64	86	87	
RT#62	83	86	58	90	84	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#57	64	76	74	72	72	
DT#89	73	72	78	76	75	
DT#98	73	62	78	82	70	
LE#40	64	65	74	70	69	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
LOLB#42	69	76	64	76	76	
MLB#56	69	80	76	82	74	
ROLB#36	66	84	58	74	74	
LOLB#48	65	82	64	68	76	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#3	74	90	85	70	72	
CB#47	71	89	82	68	74	
CB#37	70	87	86	67	75	
CB#24	69	89	82	68	72	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
SS#8	89	87	81	87	84	
SS#20	68	87	72	73	45	
FS#25	64	86	70	65	50	



TROY Trojans

CONFERENCE Sun Belt | LOCATION Troy, AL

REPORT CARD AND PROGRAM INFO

71 **77** **68**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 472–349–27

RIVALS: UAB, MTSU

2008 SEASON RECAP

► 8–5 overall record

► 6–1 conference record

► Lost R + L Carriers New Orleans Bowl

OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Shotgun Double Flex	Shotgun Spread Flex Wk
Ace Trips	Shotgun Flanker Close	Shotgun Trips HB Wk
Goal Line Normal	Shotgun Normal	Shotgun Trips Open
Shotgun 4WR Trey Str	Shotgun Normal Y Slot	Shotgun Trips Open Str
Shotgun 5WR Trey	Shotgun Split Slot	Shotgun Y Trips HB Wk
Shotgun Ace Wing	Shotgun Split Y Flex	
Shotgun Ace Wing Wk	Shotgun Spread Flex	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#12	83	71	68	88	85	
QB#7	82	66	67	87	86	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#32	82	87	86	73	76	
HB#28	80	86	86	77	83	
HB#27	76	84	82	75	79	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#3	90	94	96	76	86	
WR#13	87	91	92	89	84	
WR#4	82	93	95	84	76	
WR#21	81	90	91	88	80	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#45	68	76	70	65	65	
TE#84	66	76	70	68	58	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#72	84	90	64	85	88	
LG#73	77	87	64	80	85	
C#75	81	89	66	87	82	
RG#63	76	85	64	82	84	
RT#66	73	87	64	80	84	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#90	69	80	68	78	80	
DT#97	79	58	79	85	75	
DT#96	77	64	80	86	75	
LE#78	61	80	56	65	79	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
MLB#2	77	87	80	80	77	
MLB#48	69	80	61	70	67	
LOLB#46	64	80	61	70	79	
ROLB#44	64	82	58	76	86	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#33	76	91	89	76	80	
CB#29	75	92	80	79	74	
CB#36	74	91	85	75	75	
CB#23	74	91	78	66	71	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#39	74	88	58	65	64	
FS#19	70	80	64	70	59	
SS#17	70	88	66	70	63	


NCAA FOOTBALL 10


TULANE Green Wave

CONFERENCE Conference USA (West) | LOCATION New Orleans, LA

REPORT CARD AND PROGRAM INFO

67

OVERALL

73

OFFENSE

64

DEFENSE

PROGRAM INFO

PRESTIGE: ★

ALL-TIME RECORD: 484–565–38

RIVALS: LSU, USM

2008 SEASON RECAP

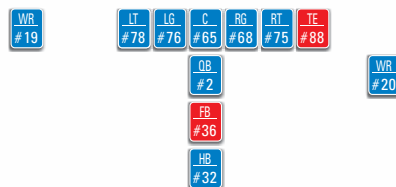
► 2–10 overall record

► 1–7 conference record

► 5th in Conference USA West

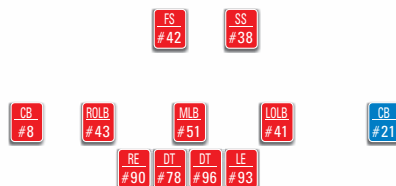
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Slot Flex	Shotgun Trips HB Wk
Ace Big Twins	I-Form Tight	Shotgun Y Trips HB Wk
Ace Bunch	I-Form Twins	Split Pro
Ace Slot	I-Form Y Trips	Strong I Normal
Ace Y Trips	Shotgun Normal	Weak I Twins
Goal Line Normal	Shotgun Spread Flex Wk	
I-Form Normal	Shotgun Trio HB Wk	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#2	80	59	66	90	82
QB#7	76	52	68	87	82

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#32	81	88	85	70	77
HB#5	69	86	88	58	65
HB#29	66	84	82	63	69

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#36	59	74	65	56	56

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#20	85	87	89	90	84
WR#19	82	87	87	88	82
WR#3	79	86	84	85	78
WR#15	78	90	89	84	78

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#88	66	78	68	59	62
TE#80	44	59	54	62	68

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#78	84	90	64	82	87
LG#76	82	87	58	88	89
C#65	88	87	74	90	87
RG#68	87	86	61	86	88
RT#75	83	88	68	89	87

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#90	67	76	78	78	76
DT#96	74	65	80	78	76
DT#78	71	68	74	80	69
LE#93	61	76	74	68	83

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#51	78	84	55	85	85
MLB#53	63	74	61	72	61
LOLB#41	60	82	61	70	78
LOLB#55	56	76	68	74	74

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#21	82	89	85	88	85
CB#8	72	86	82	80	65
CB#13	72	90	88	76	78
CB#1	71	89	87	75	76

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#38	68	84	58	72	61
SS#24	68	86	68	72	57



TULSA Golden Hurricane

CONFERENCE Conference USA (West) | LOCATION Tulsa, OK

REPORT CARD AND PROGRAM INFO

73

OVERALL

77

OFFENSE

71

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 560–438–27

RIVALS: OK ST, HOU, UEP, UCF

2008 SEASON RECAP

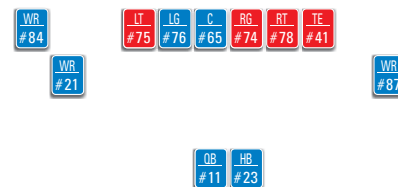
► 11–3 overall record

► 7–1 conference record

► Won GMAC Bowl

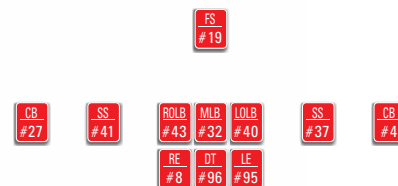
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

3-3-5 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Shotgun Ace	Shotgun Spread Flex Wk
Ace Big Twins	Shotgun Normal	Shotgun Wildcat
Ace Big Wing	Shotgun Normal	Shotgun Wildcat Spread
Goal Line Normal	Flex Wing	Shotgun Wing Offset
Shotgun 4WR Trio	Shotgun Normal Y Slot	Shotgun Wing Trips Wk
Shotgun 4WR Trio Str	Shotgun Split Slot	Shotgun Y Trips
Shotgun 5WR Flex Trio	Shotgun Spread Flex	Weak H Twins

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#11	85	78	55	88	86
QB#12	84	59	61	91	87

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#23	82	88	84	76	77
HB#37	79	85	88	77	83
HB#27	77	87	89	88	78

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#9	85	87	78	48	44

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#87	88	92	92	88	82
WR#84	85	90	88	84	85
WR#21	84	88	91	88	86
WR#2	83	92	93	88	76

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#41	59	76	68	56	66
TE#86	55	68	76	65	66

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#75	74	85	55	87	87
LG#76	81	87	64	86	87
C#65	86	88	70	88	88
RG#74	79	88	58	85	89
RT#78	79	85	72	87	85

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#8	76	76	76	80	75
DT#96	78	56	84	86	69
DT#98	75	59	80	82	65
LE#94	66	70	82	74	84

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#32	79	87	66	88	73
ROLB#43	78	82	71	88	89
ROLB#42	72	85	59	70	85
LOLB#40	66	82	70	78	73

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#27	78	90	80	80	83
CB#4	74	91	84	76	76
CB#18	73	92	82	69	85
CB#5	70	87	72	75	79

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#37	71	84	61	76	51
FS#19	69	86	64	68	58
FS#24	68	91	66	70	32



UAB Blazers

CONFERENCE Conference USA (East) | LOCATION Birmingham, AL

REPORT CARD AND PROGRAM INFO

69

OVERALL

79

OFFENSE

65

DEFENSE

PROGRAM INFO

PRESTIGE: ★

ALL-TIME RECORD: 95–104–2

RIVALS: USM, MEM

2008 SEASON RECAP

► 4–8 overall record

► 3–5 conference record

► 6th in Conference USA East

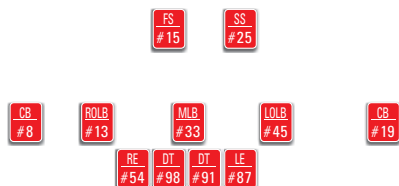
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Normal	Shotgun Trips
Ace Big Wing	Shotgun 4WR Trio	Shotgun Trips HB Wk
Ace Slot	Shotgun Normal	Shotgun Trips TE
Ace Twin TE	Shotgun Normal HB Wk	Shotgun Y Trips
Ace Twin TE Slot	Shotgun Normal Y Slot	Shotgun Y Trips HB Wk
Ace Y Trips	Shotgun Spread Flex	
Goal Line Normal	Shotgun Spread HB Wk	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#5	85	76	70	88	84
QB#9	82	76	52	86	84

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#26	85	87	85	80	76
HB#40	82	88	82	76	77
HB#37	80	86	80	75	75

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#7	87	89	89	80	84
WR#1	81	89	88	78	78
WR#11	81	88	87	78	80
WR#88	77	87	86	80	72

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#86	68	76	74	68	58
TE#84	65	72	62	70	70

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#67	82	87	68	84	84
LG#64	83	87	61	85	84
C#63	85	85	68	83	83
RG#56	85	91	64	86	82
RT#70	82	87	68	80	85

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#54	62	74	74	70	76
DT#91	76	59	84	82	76
DT#98	73	65	84	82	79
LE#87	66	70	74	76	83

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#33	77	87	70	82	78
LOLB#45	73	85	68	76	77
MLB#3	72	87	64	80	79
MLB#52	71	78	55	80	73

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#19	75	87	70	76	82
CB#8	74	87	80	75	78
CB#4	72	90	78	72	77
CB#41	69	87	78	75	80

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#25	72	87	70	72	63
SS#47	67	86	55	70	64
FS#15	63	86	61	62	33



UNIVERSITY OF CENTRAL FLORIDA Knights

CONFERENCE Conference USA (East) | LOCATION Orlando, FL

REPORT CARD AND PROGRAM INFO

80

OVERALL

83

OFFENSE

81

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 170–166–1

RIVALS: USF, MARSH, TULSA

2008 SEASON RECAP

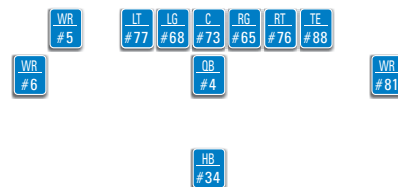
► 4–8 overall record

► 3–5 conference record

► 5th in Conference USA East

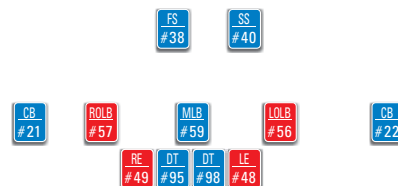
OFFENSIVE STRENGTH CHART

ACE SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Goal Line Normal	Shotgun Wing Trio Wk
Ace Big Twins	I-Form Normal	Shotgun Wing Trips Wk
Ace Bunch	I-Form Slot Flex	Shotgun Y Trips HB Wk
Ace Slot Flex	I-Form Tight	
Ace Trips	I-Form Y Trips	
Ace Twin TE	Shotgun Normal Flex Wk	
Ace Twin TE Slot	Shotgun Trips Over	
Ace Y Trips	Shotgun Trips TE	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#4	86	82	61	88	85
QB#17	84	79	59	90	84

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#34	85	90	88	77	76
HB#27	83	89	85	75	76
HB#35	81	88	91	72	77

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
B#43	79	78	66	84	75

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#81	86	90	90	82	83
WR#6	85	89	90	94	82
WR#5	85	88	87	82	83
WR#82	83	92	92	82	78

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#88	80	70	72	83	77
TE#84	74	74	76	72	76

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#77	84	84	76	87	89
LG#68	83	85	61	85	86
C#73	85	86	65	83	85
RG#65	82	90	55	82	84
RT#76	87	91	73	84	85

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#49	78	77	81	62	84
DT#98	88	58	92	92	75
DT#95	84	63	84	89	82
LE#48	73	78	77	78	78

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#59	82	84	82	88	83
MLB#54	78	82	78	85	77
ROLB#57	74	82	73	85	75
LOLB#56	73	82	68	74	79

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
B#22	86	92	84	86	82
CB#21	84	90	80	85	81
CB#20	81	91	90	83	79
CB#23	80	89	85	82	80

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#40	81	90	72	84	65
FS#38	80	86	68	79	73
SS#25	79	87	64	80	72


**NCAA
FOOTBALL 10**


UCLA Bruins

 CONFERENCE **Pacific-10** | LOCATION **Los Angeles, CA**

REPORT CARD AND PROGRAM INFO

76

OVERALL

81

OFFENSE

77

DEFENSE

PROGRAM INFO

PRESTIGE: ★★ ★★

ALL-TIME RECORD: 531-366-37

RIVALS: USC

2008 SEASON RECAP

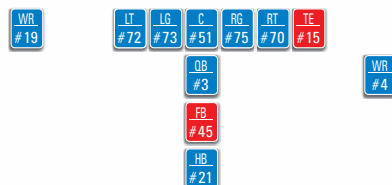
► 4-8 overall record

► 3-6 conference record

► 8th in Pacific 10

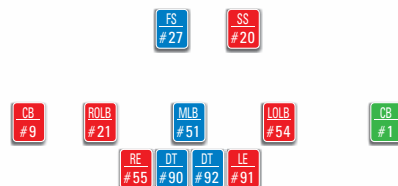
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	I-Form Tight	Strong I Y Trips
Ace Bunch	I-Form Y Trips	Weak I Normal
Ace Slot	Shotgun Normal	Weak I Twins
Ace Spread	Shotgun Normal HB Wk	
Ace Twin TE Slot	Shotgun Spread	
Ace Y Trips	Shotgun Wild Bruin	
Goal Line Normal	Shotgun Y Trips	
I-Form Normal	Strong I Normal	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#3	85	76	56	92	83
QB#18	84	68	61	87	89

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#21	86	90	93	82	84
HB#2	84	86	92	80	80
HB#12	84	90	87	65	77

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#45	65	80	66	56	52

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#4	89	93	95	87	88
WR#19	87	90	91	92	85
WR#82	82	88	88	86	84
WR#83	82	88	90	90	80

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#15	76	82	72	59	82
TE#7	70	88	86	56	80

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#72	84	87	68	89	87
LG#73	85	89	52	88	91
C#51	81	86	54	80	88
RG#75	88	87	74	88	85
RT#70	81	88	58	85	85

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#55	72	82	72	76	85
DT#92	86	62	88	88	81
DT#90	80	56	85	87	82
LE#91	72	76	72	80	72

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#51	83	82	80	82	85
MLB#58	75	78	60	84	80
ROLB#21	73	78	60	82	82
ROLB#40	72	80	64	76	77

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#1	94	92	92	97	95
CB#9	79	90	90	79	80
CB#22	72	86	80	79	82
CB#35	72	88	86	76	78

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#27	81	92	70	70	64
FS#2	72	87	61	68	55
FS#3	70	92	58	62	60



UL LAFAYETTE Ragin' Cajuns

 CONFERENCE **Sun Belt** | LOCATION **Lafayette, LA**

REPORT CARD AND PROGRAM INFO

65

OVERALL

73

OFFENSE

64

DEFENSE

PROGRAM INFO

PRESTIGE: ★

ALL-TIME RECORD: 468-493-31

RIVALS: ULM, LTU

2008 SEASON RECAP

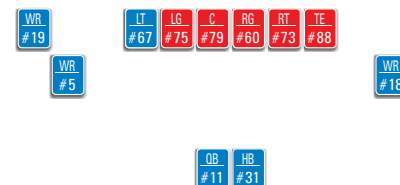
► 6-6 overall record

► 5-2 conference record

► 2nd in Sun Belt

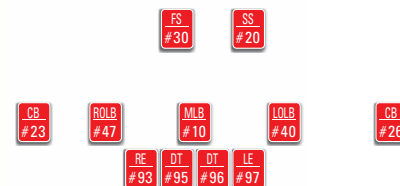
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Goal Line Normal	Shotgun Normal Y Slot	Shotgun Wing Trips Wk
Shotgun Ace	Shotgun Split Slot	Shotgun Y Trips
Shotgun Ace Twins	Shotgun Split Y Flex	Shotgun Y Trips HB Wk
Shotgun Ace Wing Wk	Shotgun Spread HB Wk	Strong I Normal
Shotgun Bunch HB Str	Shotgun Trips HB Wk	Strong I Twins
Shotgun Normal	Shotgun Trips Open Str	
Shotgun Normal HB Wk	Shotgun Trips TE	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#11	80	74	55	84	84
QB#16	77	82	48	84	78

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#31	85	90	88	86	78
HB#7	77	89	93	55	62
HB#28	70	84	84	64	72

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#47	63	84	62	52	52

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#18	85	91	90	86	86
WR#19	82	90	91	78	76
WR#5	81	88	86	80	86
WR#15	80	89	89	87	76

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#88	65	72	72	59	68
TE#86	62	70	65	59	60

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#67	86	90	72	86	87
LG#75	74	82	64	86	86
C#79	79	87	80	84	87
RG#60	77	78	64	82	82
RT#73	78	86	66	84	84

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#93	63	76	65	80	75
DT#96	78	59	90	87	68
DT#95	75	65	84	80	70
LE#97	62	78	68	70	68

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
LOLB#40	65	84	64	70	77
MLB#10	64	74	64	78	88
ROLB#4	63	82	58	74	71
ROLB#47	63	84	61	78	70

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#26	73	89	82	73	83
CB#23	70	86	78	72	78
CB#22	69	87	80	72	72
CB#21	69	87	80	74	75

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#30	71	90	64	74	54
SS#20	67	84	74	65	60
FS#36	66	87	61	65	57



UL MONROE Warhawks

CONFERENCE Sun Belt | LOCATION Monroe, LA

REPORT CARD AND PROGRAM INFO

67 **73** **67**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★

ALL-TIME RECORD: 263–346–8

RIVALS: ULL, LTU

2008 SEASON RECAP

► 4–8 overall record

► 3–4 conference record

► 7th in Sun Belt

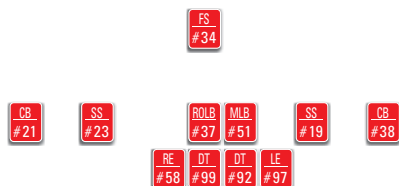
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-2-5 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big Twins
Ace Slot
Ace Twin TE
Ace Twin TE Slot
Ace Y Trips
Goal Line Normal
Shotgun 4WR Trio
Shotgun 5WR Trio
Shotgun Double Flex
Shotgun Empty Trey
Shotgun Normal
Shotgun Normal Flex Wk
Shotgun Normal Wing TE
Shotgun Spread
Shotgun Trips
Shotgun Trips HB Wk
Shotgun Trips TE
Shotgun Y Trips
Shotgun Y Trips HB Wk

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#12	79	72	64	86	78
QB#4	76	78	48	82	78

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#5	85	90	92	68	84
HB#25	80	89	92	64	75
HB#24	78	86	85	85	76

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#33	67	74	68	52	56

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#3	84	88	90	86	82
WR#9	82	90	93	85	76
WR#18	80	89	90	84	80
WR#1	79	89	89	82	78

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#88	72	74	70	59	68
TE#81	69	74	72	62	55

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#72	81	90	61	78	86
LG#74	81	85	64	86	85
C#53	81	91	66	84	84
RG#71	77	91	52	87	89
RT#76	81	85	70	84	85

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#58	66	80	62	74	83
DT#99	78	62	86	80	69
DT#92	77	65	84	84	76
LE#97	67	62	80	82	87

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#51	69	76	72	82	68
LOLB#50	65	82	64	78	74
ROLB#37	65	86	61	74	74
ROLB#42	63	82	55	70	77

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#21	76	90	86	82	77
CB#38	74	92	82	80	74
CB#32	69	89	86	72	75
CB#27	65	90	80	64	70

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#19	72	92	61	70	63
SS#23	67	86	61	76	81
SS#28	65	80	70	76	68



UNLV Rebels

CONFERENCE Mountain West | LOCATION Las Vegas, NV

REPORT CARD AND PROGRAM INFO

67 **73** **67**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 214–244–4

RIVALS: NEV

2008 SEASON RECAP

► 5–7 overall record

► 2–6 conference record

► 6th in Mountain West

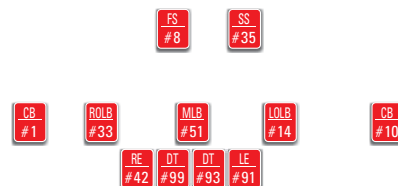
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big
Ace Big Twins
Ace Slot
Ace Trips
Goal Line Normal
Shotgun 4WR Trio
Shotgun 4WR Trio Str
Shotgun 5WR Trio
Shotgun Ace
Shotgun Bunch HB Str
Shotgun Normal
Shotgun Split Slot
Shotgun Spread Flex
Shotgun 4WR Trio
Shotgun Spread Flex Wk
Shotgun Trio HB Wk
Shotgun Y Trips
Shotgun Y Trips HB Wk
Strong I Tight

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#2	81	82	58	84	82
QB#16	80	78	61	85	80

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#32	82	88	87	72	76
HB#27	81	84	80	55	85
HB#20	80	86	85	66	68

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#88	86	89	90	82	86
WR#85	80	89	87	82	78
WR#84	78	84	82	80	74
WR#18	75	89	90	82	85

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#82	58	78	70	57	70
TE#96	56	72	70	59	69

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#75	88	89	68	89	90
LG#65	83	94	61	84	90
C#66	77	84	48	84	85
RG#59	82	85	68	84	87
RT#77	79	88	61	78	88

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#42	64	78	68	70	84
DT#93	75	59	82	84	70
DT#99	72	68	82	78	68
LE#91	60	65	72	72	68

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#51	74	76	68	80	75
LOLB#14	73	87	74	74	84
MLB#56	73	82	70	82	70
ROLB#33	67	80	74	76	65

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#10	77	92	78	70	82
CB#1	71	91	78	74	72
CB#24	69	91	72	70	68
CB#25	69	91	82	74	74

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#8	71	86	68	68	66
SS#35	65	86	61	62	72
SS#26	64	87	61	62	68


NCAA FOOTBALL 10


USC Trojans

CONFERENCE Pacific-10 | LOCATION Los Angeles, CA

REPORT CARD AND PROGRAM INFO

97

OVERALL

95

OFFENSE

97

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★★

ALL-TIME RECORD: 765–303–54

RIVALS: UCLA, ND, CAL

2008 SEASON RECAP

► 12–1 overall record

► 8–1 conference record

► Won Rose Bowl Game presented by Citi

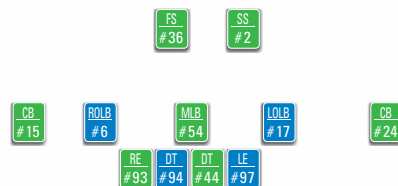
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Ace Y Trips	Shotgun 4WR
Ace Big Twins	Empty Trips	Strong I Normal
Ace Bunch	Goal Line Normal	Strong I Twin TE
Ace Double Flex	I-Form Normal	Strong I Twins
Ace Slot Flex	I-Form Tight	Weak I Twin TE
Ace Twin TE	I-Form Twin TE	Weak I Twins
Ace Twin TE Flex	I-Form Twins	

QUARTERBACKS

PLAYER	OVR	SPD	AWR	THP	THA
QB#15	88	79	63	90	87
QB#16	87	74	55	93	85

HALFBACKS

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#4	93	94	96	80	94
HB#13	92	91	91	89	83
HB#2	92	92	92	85	90

FULLBACKS

PLAYER	OVR	SPD	CTH	RBK	PBK
FB#31	90	88	85	76	79

WIDERECIVERS

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#18	93	92	94	97	89
WR#8	91	93	96	85	86
WR#9	87	87	90	94	82
WR#19	87	92	93	88	82

TIGHTENDS

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#86	91	85	83	78	87
TE#40	87	84	81	75	85

OFFENSIVE LINE

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#71	91	87	79	91	90
LG#53	94	90	83	91	90
C#61	95	92	70	93	93
RG#56	89	90	74	89	90
RT#68	90	88	72	87	89

DEFENSIVE LINE

PLAYER	OVR	SPD	STR	TAK	PUR
RE#93	92	87	80	89	87
DT#44	93	72	88	88	76
DT#94	89	72	86	87	82
LE#97	88	84	80	82	89

LINEBACKERS

PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#54	90	84	71	87	87
LOLB#17	89	86	74	84	93
MLB#52	87	82	77	85	81
ROLB#6	87	88	61	88	87

CORNERBACKS

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#24	91	91	89	90	88
CB#15	90	92	89	87	88
CB#1	89	94	91	89	88
CB#45	84	89	90	85	85

SAFETIES

PLAYER	OVR	SPD	AWI	TAK	POW
SS#2	99	95	88	91	99
FS#36	90	92	81	82	81



USF Bulls

CONFERENCE Big East | LOCATION Tampa, FL

REPORT CARD AND PROGRAM INFO

91

OVERALL

89

OFFENSE

91

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 87–52–0

RIVALS: UCF

2008 SEASON RECAP

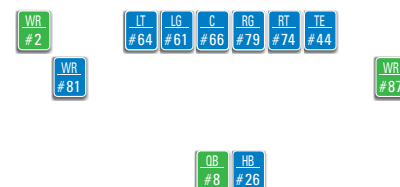
► 8–5 overall record

► 2–5 conference record

► Won MagicJack Bowl

OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Shotgun 5WR Trio	Shotgun Spread Flex
Ace Twin TE	Shotgun Ace	Shotgun Trio HB Wk
Goal Line Normal	Shotgun Ace Wing Wk	Shotgun Trips Open
I-Form Normal	Shotgun Double Flex	Shotgun Wing Trips Wk
Shotgun 4WR Trey Str	Shotgun Normal Flex	Shotgun Y Trips
Shotgun 4WR Trio	Shotgun Normal Wing TE	
Shotgun 4WR Trio Str	Shotgun Split Slot	

QUARTERBACKS

PLAYER	OVR	SPD	AWR	THP	THA
QB#8	91	84	71	90	86
QB#7	84	82	52	87	83

HALFBACKS

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#26	89	90	90	87	76
HB#3	85	91	87	75	75
HB#33	84	90	89	75	72

FULLBACKS

PLAYER	OVR	SPD	CTH	RBK	PBK
FB#39	74	83	64	84	83

WIDERECIVERS

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#87	91	92	94	78	88
WR#2	90	93	93	80	86
WR#81	87	92	91	74	84
WR#11	85	91	90	80	85

TIGHTENDS

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#44	84	78	71	86	66
TE#82	82	82	76	83	65

OFFENSIVE LINE

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#64	85	89	79	87	87
LG#61	83	91	64	86	86
C#66	86	82	61	85	88
RG#79	86	88	68	89	89
RT#74	83	84	69	86	86

DEFENSIVE LINE

PLAYER	OVR	SPD	STR	TAK	PUR
RE#95	95	89	74	80	95
DT#97	92	59	90	94	83
DT#98	89	65	84	89	81
LE#56	88	83	78	86	87

LINEBACKERS

PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#42	88	88	64	89	86
LOLB#49	85	84	80	84	84
MLB#57	83	84	64	87	83
ROLB#43	82	84	68	86	85

CORNERBACKS

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#3	88	93	80	89	85
CB#4	84	91	80	88	86
CB#2	84	90	85	87	84
CB#24	82	92	82	85	84

SAFETIES

PLAYER	OVR	SPD	AWI	TAK	POW
FS#5	91	91	83	85	87
SS#31	81	89	73	79	75



UTAH Utes

CONFERENCE Mountain West | LOCATION Salt Lake City, UT

REPORT CARD AND PROGRAM INFO

82 **85** **83**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 606–419–31

RIVALS: BYU, USU

2008 SEASON RECAP

► 13–0 overall record

► 8–0 conference record

► Won Allstate Sugar Bow

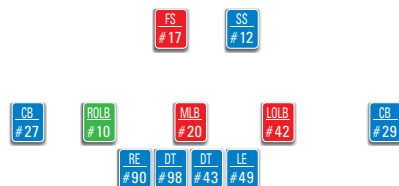
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big
Ace Bunch
Ace Twin TE
Ace Twin TE Slot
Ace Y Trips
Goal Line Normal
Shotgun 4WR Trey Str
Shotgun 5WR Flex Trio
Shotgun Ace
Shotgun Bunch HB Str
Shotgun Double Flex
Shotgun Normal Flex
Shotgun Spread Flex
Shotgun Spread Flex Wk
Shotgun Tight
Shotgun Wing Trips Wk
Shotgun Y Trips
Strong I Normal
Strong I Y Trips

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#19	85	76	74	86	84
QB#18	82	69	68	87	83

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#4	89	88	82	92	67
HB#2	83	91	82	82	88
HB#36	82	90	89	70	74

FULLBACKS					
PLAYER	OVR	SPD	CTH	PBK	PBK
FB#22	75	79	68	73	83

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#16	88	90	90	90	87
WR#9	85	89	90	90	85
WR#8	83	90	89	86	84
WR#85	82	91	92	74	82

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#80	85	80	76	78	86
TE#11	74	78	70	65	68

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#68	86	91	84	91	86
LG#72	86	86	74	87	87
C#77	88	86	66	84	86
RG#55	80	87	64	84	87
RT#75	84	87	70	86	84

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#90	81	85	81	89	84
DT#43	84	62	85	80	86
DT#98	82	56	90	82	83
LE#49	83	76	86	87	77

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#10	91	86	86	90	94
MLB#20	78	77	73	79	85
LOLB#42	77	83	74	74	85
ROLB#16	77	87	75	83	81

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#29	85	92	86	90	87
CB#27	80	90	76	89	83
CB#14	78	89	80	84	85
CB#25	76	91	68	80	76

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#12	82	89	80	86	75
SS#7	81	88	77	79	79



UTAH STATE Aggies

CONFERENCE WAC | LOCATION Logan, UT

REPORT CARD AND PROGRAM INFO

60 **60** **64**
OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★

ALL-TIME RECORD: 480–484–31

RIVALS: UTAH, WYO, BYU

2008 SEASON RECAP

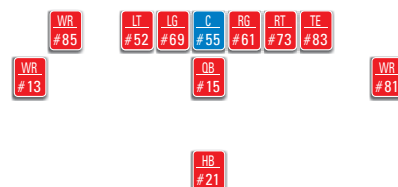
► 3–9 overall record

► 3–5 conference record

► 7th in WAC

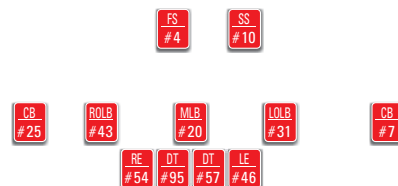
OFFENSIVE STRENGTH CHART

ACE SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big
Ace Bunch
Ace Slot
Ace Slot Flex
Ace Spread Flex
Ace Trips
Ace Twin TE
Ace Twin TE Slot
Ace Y Trips
Goal Line Normal
Shotgun 4WR Trio Str
Shotgun 5WR Flex Trio
Shotgun Double Flex
Shotgun Normal Flex
Shotgun Split Y Flex
Shotgun Trio HB Wk
Shotgun Twin TE Flex
Shotgun Y Trips
Strong H Pro

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#15	78	72	61	85	80
QB#12	76	80	52	84	76

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#21	74	86	85	65	68
HB#27	73	85	88	66	62
HB#20	64	82	82	62	65

WIDERECEIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#81	77	88	90	87	70
WR#13	77	89	88	78	76
WR#85	76	87	87	72	74
WR#82	75	86	88	88	76

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#83	70	72	72	56	69
TE#32	65	84	74	48	68

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#52	77	85	61	87	80
LG#69	65	85	61	84	82
C#55	82	84	65	82	82
RG#61	79	84	64	86	82
RT#73	73	87	55	82	82

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#54	59	74	72	70	82
DT#57	70	64	84	78	86
DT#95	70	56	84	84	70
LE#46	64	68	68	80	86

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
LOLB#31	76	85	79	89	65
ROLB#43	74	87	52	78	85
MLB#20	68	82	64	78	67
MLB#48	67	74	58	74	82

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#7	77	92	80	79	82
CB#25	70	87	78	68	73
CB#22	69	87	80	67	78
CB#1	69	89	78	72	75

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
SS#10	65	86	60	65	62
SS#3	64	87	68	70	32
FS#4	59	80	48	68	60


NCAA FOOTBALL 10


UTEP Miners

CONFERENCE Conference USA (West) | LOCATION El Paso, TX

REPORT CARD AND PROGRAM INFO

71 **79** **68**

OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 357-515-28

RIVALS: UNM, TULSA, HOU, NMSU

2008 SEASON RECAP

▶ 5-7 overall record

▶ 4-4 conference record

▶ 4th in Conference USA West

OFFENSIVE STRENGTH CHART

ACE SET



HB #13

DEFENSIVE STRENGTH CHART

3-3-5 BASE DEFENSE

FS #23



TEAM OFFENSIVE PLAYBOOK

Ace 4WR Trips	Ace Twin TE Slot	Shotgun Spread Flex
Ace Big	Ace Y Trips	Shotgun Spread HB Wk
Ace Big Twins	Empty Trips	Shotgun Trips HB Wk
Ace Slot	Goal Line Normal	Shotgun Wing Trips
Ace Spread	Shotgun 4WR	Shotgun Y Trips HB Wk
Ace Trips	Shotgun 5WR	
Ace Twin TE	Shotgun Normal HB Wk	

QUARTERBACKS

PLAYER	OVR	SPD	AWR	THP	THA
QB#10	84	79	76	86	82
QB#5	80	86	60	84	78

HALFBACKS

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#13	86	92	92	75	76
HB#34	81	89	87	77	79
HB#20	74	90	90	50	64

WIDERECEIVERS

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#18	89	90	93	90	86
WR#2	83	89	91	86	82
WR#7	77	86	88	88	80
WR#88	77	86	86	78	76

TIGHTENDS

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#86	68	72	76	56	69

OFFENSIVE LINE

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#71	89	90	76	92	90
LG#78	84	88	72	91	91
C#79	76	84	66	84	84
RG#65	82	88	70	87	88
RT#62	82	81	52	88	86

DEFENSIVE LINE

PLAYER	OVR	SPD	STR	TAK	PUR
RE#57	61	72	65	65	80
DT#95	80	65	88	80	72
DT#94	76	65	86	74	73
LE#58	67	76	74	70	84

LINEBACKERS

PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#52	67	82	64	78	64
MLB#43	67	86	64	76	73
LOLB#17	65	74	64	80	75
ROLB#27	58	82	58	70	72

CORNERBACKS

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#47	74	86	88	75	82
CB#12	74	90	85	74	76
CB#11	73	90	80	74	75
CB#31	72	89	84	75	76

SAFETIES

PLAYER	OVR	SPD	AWI	TAK	POW
SS#14	81	90	76	78	86
FS#23	80	90	71	70	74
FS#4	77	90	64	70	61



VANDERBILT Commodores

CONFERENCE SEC (East) | LOCATION Nashville, TN

REPORT CARD AND PROGRAM INFO

74 **79** **75**

OVERALL OFFENSE DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 554-547-50

RIVALS: TENN, MISS

2008 SEASON RECAP

▶ 7-6 overall record

▶ 4-4 conference record

▶ Won Gaylord Hotels Music City Bowl

OFFENSIVE STRENGTH CHART

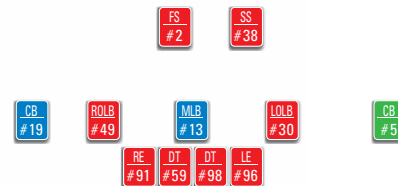
SHOTGUN SET



QB #10 HB #31

DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Shotgun 4WR Trio Str	Shotgun Trips Open Str
Ace Big Twins	Shotgun 5WR Flex Trio	Shotgun Y Trips
Ace Slot Flex	Shotgun Bunch HB Str	Shotgun Y Trips HB Wk
Ace Y Trips	Shotgun Double Flex	Strong H Pro
Goal Line Normal	Shotgun Normal Flex Wk	Weak H Pro
I-Form Tight	Shotgun Normal HB Wk	
Shotgun 4WR Trio	Shotgun Spread Flex Wk	

QUARTERBACKS

PLAYER	OVR	SPD	AWR	THP	THA
QB#10	86	84	66	87	83
QB#9	85	76	72	88	82

HALFBACKS

PLAYER	OVR	SPD	AGI	TRK	ELU
HB#31	86	88	86	85	75
HB#27	82	88	92	70	72
HB#21	82	91	89	74	78

FULLBACKS

PLAYER	OVR	SPD	CTH	RBK	PBK
FB#34	56	72	72	56	59

WIDERECEIVERS

PLAYER	OVR	SPD	ACC	JMP	CTH
WR#23	84	89	88	80	82
WR#80	82	86	88	87	83
WR#88	81	87	88	85	77
WR#4	80	90	92	85	76

TIGHTENDS

PLAYER	OVR	SPD	CTH	PBK	CIT
TE#85	78	74	81	75	63
TE#87	76	78	77	74	69

OFFENSIVE LINE

PLAYER	OVR	SPD	AWR	PBK	RBK
LT#65	78	89	64	84	84
LG#73	82	84	70	86	87
C#60	85	86	62	87	86
RG#61	84	84	66	84	84
RT#76	82	88	72	88	87

DEFENSIVE LINE

PLAYER	OVR	SPD	STR	TAK	PUR
RE#91	70	78	65	72	79
DT#98	77	62	86	80	78
DT#59	76	62	84	80	65
LE#96	74	74	72	74	84

LINEBACKERS

PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#13	81	80	77	84	83
LOLB#30	77	84	76	84	77
ROLB#49	76	78	79	85	81
MLB#45	75	74	68	85	78

CORNERBACKS

PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#5	91	90	80	90	89
CB#19	81	89	84	81	84
CB#25	78	89	84	77	80
CB#6	75	89	85	75	79

SAFETIES

PLAYER	OVR	SPD	AWI	TAK	POW
FS#2	68	86	68	72	60



VIRGINIA Cavaliers

CONFERENCE ACC (Coastal) | LOCATION Charlottesville, VA

REPORT CARD AND PROGRAM INFO

74

OVERALL

77

OFFENSE

74

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 613-535-48

RIVALS: VT, FSU, UNC, TERPS

2008 SEASON RECAP

► 5-7 overall record

► 3-5 conference record

► 5th in ACC Coastal

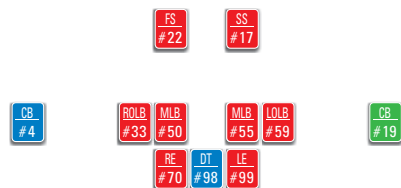
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

3-4 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big
Ace Twin TE
Ace Wing Trio
Goal Line Normal
Shotgun 5WR Bunch
Shotgun 5WR Trio
Shotgun 5WR Trips
Shotgun Bunch HB Str
Shotgun Monster
Shotgun Normal Wing TE
Shotgun Normal Y Slot
Shotgun Spread
Shotgun Spread Flex Wk
Shotgun Spread HB Wk
Shotgun Trips
Shotgun Trips HB Wk
Shotgun Trips Open
Shotgun Trips Open Str
Shotgun Wing Trips

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#6	83	59	68	91	85	
QB#14	81	78	40	86	85	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#5	88	94	92	77	77	
HB#32	86	87	87	80	83	
HB#36	81	90	88	80	72	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#31	66	82	68	62	56	

WIDERECIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#81	86	90	91	85	82	
WR#89	83	92	94	72	80	
WR#22	82	87	88	87	84	
WR#84	78	88	80	80	78	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#87	68	72	68	62	63	
TE#83	68	74	70	65	60	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#76	83	88	72	88	90	
LG#74	67	85	66	86	85	
C#72	78	86	55	85	82	
RG#65	85	92	64	86	85	
RT#61	89	89	80	90	87	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#70	59	70	68	72	75	
DT#98	86	65	87	85	77	
DT#96	84	59	87	87	78	
LE#99	63	74	76	70	66	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
LOLB#59	73	80	61	76	73	
LOLB#12	71	80	64	78	78	
MLB#55	70	84	64	76	70	
ROLB#33	70	80	66	78	77	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#19	91	92	90	92	92	
CB#4	88	93	89	88	86	
CB#31	84	90	85	85	83	
CB#43	83	91	87	81	88	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#22	78	89	80	70	63	



VIRGINIA TECH Hokies

CONFERENCE ACC (Coastal) | LOCATION Blacksburg, VA

REPORT CARD AND PROGRAM INFO

89

OVERALL

91

OFFENSE

90

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 658-425-46

RIVALS: UVA, WVU, MIA

2008 SEASON RECAP

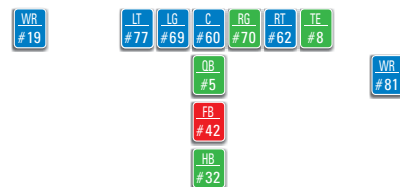
► 10-4 overall record

► 5-3 conference record

► Won FedEx Orange Bowl

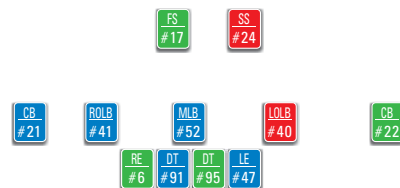
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big
Ace Big Twins
Ace Slot Flex
Ace Twin TE
Ace Twin TE Slot
Ace Y Trips
Goal Line Normal
I-Form Normal
I-Form Tight
I-Form Twins
Pistol Slot Flex
Shotgun Double Flex
Shotgun Normal Flex Wk
Shotgun Split Twins
Shotgun Split Y Flex
Shotgun Wild Turkey
Shotgun Y Trips HB Wk
Strong I Normal
Weak I Twins

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#5	91	88	78	89	84	
QB#15	77	62	54	87	82	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#32	91	91	89	87	78	
HB#20	89	92	93	82	79	
HB#25	86	90	91	83	77	

FULLBACKS						
PLAYER	OVR	SPD	CTH	RBK	PBK	
FB#42	73	72	66	79	78	

WIDERECIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#81	89	88	89	87	88	
WR#19	87	88	88	78	90	
WR#11	86	93	92	80	82	
WR#80	86	94	93	88	85	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#8	90	80	80	78	86	
TE#18	84	82	76	76	83	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#77	88	88	74	89	89	
LG#69	89	88	62	89	90	
C#60	88	86	64	86	85	
RG#70	95	92	82	92	94	
RT#62	89	90	70	86	87	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#6	90	84	79	89	89	
DT#95	90	59	92	93	76	
DT#91	86	70	85	88	78	
LE#47	81	82	76	86	86	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
MLB#52	84	82	61	89	87	
ROLB#41	84	86	80	86	90	
MLB#50	83	78	58	86	88	
LOLB#40	78	86	68	79	85	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#22	92	91	88	92	90	
CB#21	87	91	89	88	86	
CB#9	84	91	85	87	88	
CB#3	82	92	89	81	80	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#17	93	92	86	86	92	


NCAA FOOTBALL 10


WAKE FOREST *Demon Deacons*

CONFERENCE ACC (Atlantic) | LOCATION Winston-Salem, NC

REPORT CARD AND PROGRAM INFO

78

OVERALL

81

OFFENSE

75

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 406–586–33

RIVALS: UNC, DUKE

2008 SEASON RECAP

▶ 8–5 overall record

▶ 4–4 conference record

▶ Won EagleBank Bowl

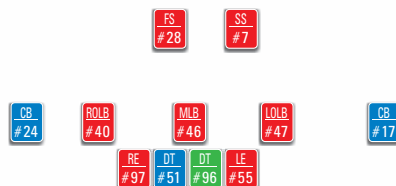
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

 Ace Big
 Ace Big Twins
 Goal Line Normal
 I-Form Normal
 I-Form Slot Flex
 I-Form Tight
 Shotgun Ace

 Shotgun Ace Twins Wk
 Shotgun Normal
 Shotgun Normal Flex Wk
 Shotgun Normal HB Wk
 Shotgun Normal Y Slot
 Shotgun Split
 Shotgun Split Slot

 Shotgun Spread
 Shotgun Wing Trips
 Shotgun Wing Trips Wk
 Shotgun Y Trips
 Shotgun Y Trips HB Wk

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#11	90	80	74	89	87
QB#12	85	89	52	86	82

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#27	86	90	89	79	80
HB#32	83	91	89	70	81
HB#29	79	86	82	76	77

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#44	63	74	59	59	56

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#8	84	90	91	85	78
WR#36	83	89	91	76	78
WR#88	80	87	88	87	82
WR#80	77	86	88	80	76

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#85	70	72	72	59	64
TE#84	66	74	72	57	69

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#76	88	88	72	92	87
LG#72	88	88	68	92	89
C#67	87	87	72	85	88
RG#65	83	85	66	86	88
RT#64	91	91	68	88	88

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#97	65	80	68	68	83
DT#96	91	58	92	92	79
DT#51	87	74	83	88	82
LE#55	73	79	65	86	85

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#46	75	78	64	84	75
MLB#45	73	74	70	78	75
MLB#56	72	82	66	80	78
MLB#52	68	82	64	78	76

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#17	85	86	84	90	89
CB#24	84	91	84	88	86
CB#25	79	87	78	85	85
CB#29	78	94	84	82	83

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#28	76	88	70	65	53



WASHINGTON *Huskies*

CONFERENCE Pacific-10 | LOCATION Seattle, WA

REPORT CARD AND PROGRAM INFO

78

OVERALL

85

OFFENSE

74

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 653–398–50

RIVALS: WSU, OREG

2008 SEASON RECAP

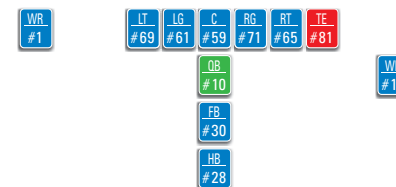
▶ 0–12 overall record

▶ 0–9 conference record

▶ 10th in Pacific 10

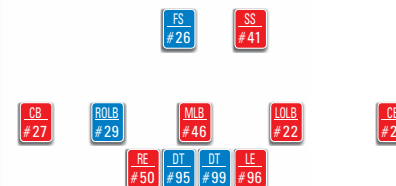
OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

 Ace Big
 Ace Big Twins
 Ace Bunch
 Ace Double Flex
 Ace Slot Flex
 Ace Twin TE
 Ace Twin TE Flex

 Ace Y Trips
 Empty Trips
 Goal Line Normal
 I-Form Normal
 I-Form Tight
 I-Form Twin TE
 I-Form Twins

 Shotgun 4WR
 Strong I Normal
 Strong I Twin TE
 Strong I Twins
 Weak I Twin TE
 Weak I Twins

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#10	93	87	70	91	85
QB#15	78	70	55	85	80

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#28	86	86	87	77	83
HB#6	84	88	87	87	78
HB#26	83	86	85	74	81

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#30	81	85	69	78	78

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#16	85	89	92	84	82
WR#1	83	90	92	87	80
WR#87	79	89	89	86	78
WR#84	78	88	86	82	76

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#81	73	82	78	63	62
TE#4	66	76	68	62	71

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#69	83	84	55	86	84
LG#61	87	85	66	84	85
C#59	89	88	50	77	77
RG#71	83	88	61	86	82
RT#65	87	90	61	86	88

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#50	57	59	68	72	76
DT#99	85	62	86	87	77
DT#95	82	56	92	90	81
LE#96	68	74	76	76	80

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#29	86	84	82	89	92
LOLB#22	78	80	70	86	84
LOLB#9	74	84	64	80	83
MLB#46	74	78	58	84	75

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#25	77	86	84	78	85
CB#27	76	87	87	76	81
CB#2	69	89	80	70	78
CB#39	62	87	68	75	81

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#26	81	89	78	72	67



WASHINGTON STATE *Cougars*

CONFERENCE Pacific-10 | LOCATION Pullman, WA

REPORT CARD AND PROGRAM INFO

73

OVERALL

77

OFFENSE

71

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★

ALL-TIME RECORD: 494–485–45

RIVALS: WASH, IDAHO

2008 SEASON RECAP

► 2–11 overall record

► 1–8 conference record

► 9th in Pacific 10

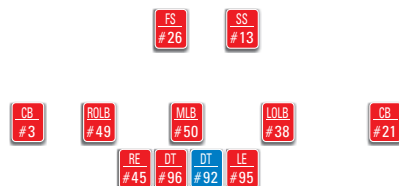
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big
Ace Big Twins
Ace Slot
Ace Tight Slots
Ace Trips
Ace Twin TE Slot
Empty Trips

Goal Line Normal
Shotgun 5WR Trey
Shotgun Bunch HB Str
Shotgun Double Flex
Shotgun Normal
Shotgun Normal HB Wk
Shotgun Split Slot

Shotgun Spread Flex
Shotgun Spread HB Wk
Shotgun Trips
Shotgun Trips HB Wk
Shotgun Y Trips

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#9	85	74	58	90	84
QB#18	84	72	58	88	86

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#21	86	92	93	72	83
HB#31	84	89	88	78	81
HB#25	82	87	85	74	78

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#33	57	84	62	48	44

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#85	87	94	95	84	84
WR#88	80	89	90	84	74
WR#81	79	87	91	84	78
WR#86	77	87	87	87	80

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#80	66	68	76	62	70
TE#48	63	65	72	62	64

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#75	80	82	58	84	82
LG#53	76	84	44	80	82
C#69	88	89	78	90	89
RG#60	81	86	80	87	87
RT#66	86	88	68	85	87

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#45	78	82	78	80	65
DT#92	83	52	90	88	78
DT#96	74	62	88	84	77
LE#95	73	76	84	72	91

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
ROLB#49	77	84	74	76	82
LOLB#38	70	76	74	82	74
MLB#50	66	82	58	78	75
LOLB#53	64	80	64	72	74

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#21	75	89	87	73	80
CB#3	74	89	84	77	77
CB#34	71	89	88	72	74
CB#32	69	90	78	75	71

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#26	71	86	64	70	59



WEST VIRGINIA *Mountaineers*

CONFERENCE Big East | LOCATION Morgantown, WV

REPORT CARD AND PROGRAM INFO

86

OVERALL

91

OFFENSE

81

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 673–446–45

RIVALS: PITT, UL, SU, MARSH

2008 SEASON RECAP

► 9–4 overall record

► 5–2 conference record

► Won Meineke Car Care Bowl

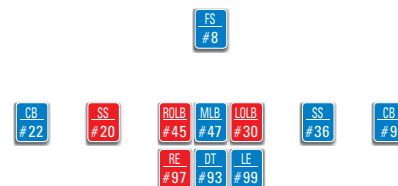
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

3-3-5 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big
Goal Line Normal
I-Form Normal
I-Form Slot
I-Form Tight
I-Form Twins
Shotgun 4WR Trey

Shotgun 5WR Trips
Shotgun Ace Wing Wk
Shotgun Empty Trips TE
Shotgun Normal HB Wk
Shotgun Split Slot
Shotgun Split Twins
Shotgun Spread

Shotgun Spread HB Wk
Shotgun Trips
Shotgun Trips HB Wk
Shotgun Wing Trips
Shotgun Wing Trips Wk
Shotgun Y Trips HB Wk

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#16	89	85	70	89	84
QB#8	84	87	52	87	82

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#7	94	96	96	83	95
HB#23	85	90	90	78	79
HB#28	83	92	92	77	82

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#89	77	79	66	79	80

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#9	90	92	93	80	87
WR#82	90	91	92	86	88
WR#4	87	88	89	90	86
WR#14	85	88	89	86	85

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#6	78	86	70	71	80
TE#85	75	74	70	73	71

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#63	87	86	74	88	89
LG#64	89	86	66	88	90
C#61	86	84	67	86	87
RG#77	86	90	65	86	89
RT#66	93	89	85	89	94

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#97	77	78	65	85	84
DT#93	81	65	87	84	85
DT#90	80	65	86	82	78
LE#99	85	76	82	87	85

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
MLB#47	85	81	84	88	86
MLB#31	81	78	74	86	84
ROLB#45	75	80	68	82	77
LOLB#30	73	82	72	84	85

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#22	84	90	88	85	86
CB#9	82	91	89	82	85
CB#17	81	91	89	79	82
CB#33	77	92	78	81	79

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#8	81	90	78	76	85


NCAA FOOTBALL 10


WESTERN KENTUCKY Hilltoppers

CONFERENCE Independent | LOCATION Bowling Green, KY

REPORT CARD AND PROGRAM INFO

63

OVERALL

75

OFFENSE

60

DEFENSE

PROGRAM INFO

PRESTIGE: ★

ALL-TIME RECORD: 508–338–31

RIVALS: TEM, MTSU

2008 SEASON RECAP

► 2–10 overall record

► 2nd season in NCAA

Division 1 (FBS)

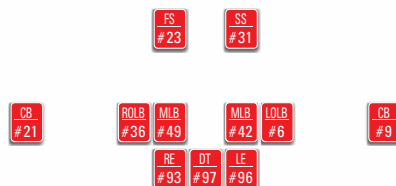
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

3-4 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Shotgun 5WR Trey	Shotgun Spread
Goal Line Normal	Shotgun Ace Wing Wk	Shotgun Spread Flex
I-Form Twins	Shotgun Double Flex	Shotgun Wing Trips
Shotgun 4WR Trey Str	Shotgun Empty Trey	Shotgun Y Trips
Shotgun 4WR Trio	Shotgun Normal HB Wk	Shotgun Y Trips HB Wk
Shotgun 4WR Trio Str	Shotgun Normal Wing TE	
Shotgun 5WR Flex Trio	Shotgun Split Slot	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#7	83	78	61	88	82	
QB#12	74	68	55	84	76	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#1	84	89	88	70	78	
HB#34	77	85	80	65	77	
HB#18	76	90	88	66	71	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#11	83	88	90	80	84	
WR#86	81	90	90	82	78	
WR#87	76	90	90	86	74	
WR#22	76	90	91	84	72	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#43	67	74	72	59	55	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#68	79	86	58	86	86	
LG#70	84	76	74	86	84	
C#72	87	85	68	84	82	
RG#76	73	84	58	80	85	
RT#73	81	84	64	84	84	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#93	48	65	65	65	67	
DT#97	72	56	82	82	70	
DT#98	70	56	84	84	70	
LE#96	59	78	56	68	83	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
LOLB#6	69	80	66	84	77	
MLB#42	67	78	61	80	70	
MLB#49	64	76	68	74	68	
MLB#53	64	76	55	80	61	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#9	74	91	88	77	78	
CB#21	70	89	86	71	76	
CB#32	65	85	86	69	75	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#21	89	91	81	84	84	
SS#12	89	91	75	87	92	
FS#25	88	92	83	71	82	



WESTERN MICHIGAN Broncos

CONFERENCE Mid-American (West) | LOCATION Kalamazoo, MI

REPORT CARD AND PROGRAM INFO

71

OVERALL

81

OFFENSE

68

DEFENSE

PROGRAM INFO

PRESTIGE: ★

ALL-TIME RECORD: 506–393–24

RIVALS: CMU, EMU

2008 SEASON RECAP

► 9–4 overall record

► 6–2 conference record

► Lost Texas Bowl

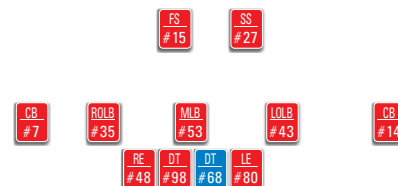
OFFENSIVE STRENGTH CHART

ACE SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Ace Y Trips	Shotgun Normal Flex Wk
Ace Big Twins	Goal Line Normal	Shotgun Split Slot
Ace Bunch	I-Form Normal	Shotgun Y Trips
Ace Slot Flex	I-Form Slot Flex	Strong I Normal
Ace Spread	I-Form Twins	Weak I Normal
Ace Trips	Shotgun 5WR Flex Trio	
Ace Twin TE Slot	Shotgun Double Flex	

QUARTERBACKS						
PLAYER	OVR	SPD	AWR	THP	THA	
QB#3	93	78	85	90	90	
QB#12	78	65	59	85	82	

HALFBACKS						
PLAYER	OVR	SPD	AGI	TRK	ELU	
HB#2	86	90	88	71	79	
HB#24	82	91	86	85	79	
HB#22	82	86	84	81	78	

WIDERECEIVERS						
PLAYER	OVR	SPD	ACC	JMP	CTH	
WR#83	82	89	89	82	76	
WR#4	82	90	87	86	76	
WR#5	73	87	84	74	70	
WR#1	71	88	93	89	70	

TIGHTENDS						
PLAYER	OVR	SPD	CTH	PBK	CIT	
TE#88	72	80	76	56	67	
TE#84	64	72	68	65	85	

OFFENSIVE LINE						
PLAYER	OVR	SPD	AWR	PBK	RBK	
LT#66	88	92	68	86	90	
LG#77	75	82	55	88	85	
C#63	84	87	68	89	88	
RG#79	75	90	55	84	84	
RT#67	84	92	46	86	90	

DEFENSIVE LINE						
PLAYER	OVR	SPD	STR	TAK	PUR	
RE#48	64	78	70	68	75	
DT#68	87	65	87	85	84	
DT#98	72	52	86	76	77	
LE#80	63	68	68	68	78	

LINEBACKERS						
PLAYER	OVR	SPD	AWR	TAK	PUR	
LOLB#43	79	82	50	84	92	
ROLB#35	75	82	70	78	79	
MLB#53	70	80	61	78	71	
MLB#40	65	74	55	76	83	

CORNERBACKS						
PLAYER	OVR	SPD	JMP	MCV	ZCV	
CB#14	71	86	84	71	78	
CB#7	71	84	82	72	87	
CB#46	70	87	86	74	75	
CB#21	69	87	78	72	77	

SAFETIES						
PLAYER	OVR	SPD	AWI	TAK	POW	
FS#21	89	91	81	84	84	
SS#12	89	91	75	87	92	
FS#25	88	92	83	71	82	



WISCONSIN Badgers

CONFERENCE Big Ten | LOCATION Madison, WI

REPORT CARD AND PROGRAM INFO

89

OVERALL

87

OFFENSE

91

DEFENSE

PROGRAM INFO

PRESTIGE: ★★★★★

ALL-TIME RECORD: 604–462–53

RIVALS: MINN, IOWA

2008 SEASON RECAP

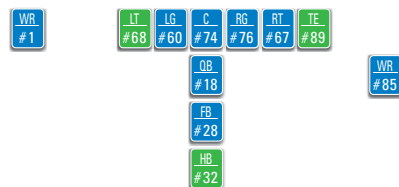
► 7–6 overall record

► 3–5 conference record

► Lost Champs Sports Bowl

OFFENSIVE STRENGTH CHART

2-BACK SET



DEFENSIVE STRENGTH CHART

4-3 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Ace Big	Ace Y Trips	Shotgun Split Y Flex
Ace Big Twins	Goal Line Normal	Strong I Normal
Ace Bunch	I-Form Normal	Strong I Y Trips
Ace Slot Flex	I-Form Slot Flex	Weak I Normal
Ace Twin TE	I-Form Tight	Weak I Twin TE
Ace Twin TE Slot	I-Form Twin TE	
Ace Wing Trips	I-Form Twins	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#18	84	74	67	87	84
QB#16	84	74	53	88	86

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#32	90	90	89	90	75
HB#30	85	89	88	70	74
HB#22	81	88	87	77	78

FULLBACKS					
PLAYER	OVR	SPD	CTH	RBK	PBK
FB#28	81	76	59	80	79

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#85	88	94	95	80	84
WR#1	87	90	91	84	85
WR#7	86	91	92	87	83
WR#6	85	93	94	87	84

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#89	92	86	85	79	89
TE#36	85	84	81	83	82

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#68	91	90	73	89	93
LG#60	87	88	57	86	90
C#74	85	86	59	87	88
RG#76	81	89	76	84	86
RT#67	89	88	75	87	90

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#50	91	84	81	88	85
DT#79	88	63	89	85	81
DT#45	86	71	89	82	80
LE#97	86	82	74	85	86

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
LOLB#47	89	80	86	89	91
MLB#15	85	82	71	84	85
LOLB#56	84	87	67	86	90
MLB#43	84	84	70	85	84

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#7	87	91	82	86	88
CB#29	86	90	84	85	87
CB#10	85	91	87	82	87
CB#34	78	93	78	82	85

SAFETIES					
PLAYER	OVR	SPD	AWI	TAK	POW
FS#21	89	91	81	84	84
SS#12	89	91	75	87	92
FS#25	88	92	83	71	82



WYOMING Cowboys

CONFERENCE Mountain West | LOCATION Laramie, WY

REPORT CARD AND PROGRAM INFO

63

OVERALL

71

OFFENSE

61

DEFENSE

PROGRAM INFO

PRESTIGE: ★★

ALL-TIME RECORD: 477–505–28

RIVALS: CSU, USU

2008 SEASON RECAP

► 4–8 overall record

► 1–7 conference record

► 8th in Mountain West

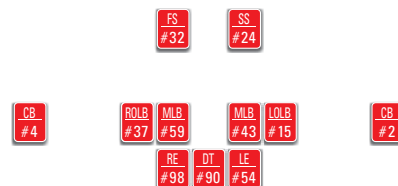
OFFENSIVE STRENGTH CHART

SHOTGUN SET



DEFENSIVE STRENGTH CHART

3-4 BASE DEFENSE



TEAM OFFENSIVE PLAYBOOK

Goal Line Normal	Shotgun Monster	Shotgun Trips
Pistol Twin TE Slot	Shotgun Normal Wing TE	Shotgun Trips HB Wk
Shotgun 5WR	Shotgun Normal Y Slot	Shotgun Trips Open
Shotgun 5WR Bunch	Shotgun Split Slot	Shotgun Trips Open Str
Shotgun 5WR Trio	Shotgun Spread	Shotgun Wing Trips
Shotgun 5WR Trips	Shotgun Spread Flex Wk	
Shotgun Bunch HB Str	Shotgun Spread HB Wk	

QUARTERBACKS					
PLAYER	OVR	SPD	AWR	THP	THA
QB#16	86	70	66	91	85
QB#10	85	62	70	92	87

HALFBACKS					
PLAYER	OVR	SPD	AGI	TRK	ELU
HB#26	80	85	86	88	67
HB#25	76	87	87	62	71

SAFETIES					
PLAYER	OVR	SPD	CTH	RBK	PBK
FS#32	65	86	48	68	63

WIDERECIVERS					
PLAYER	OVR	SPD	ACC	JMP	CTH
WR#84	83	91	89	80	83
WR#3	77	90	88	74	76
WR#81	77	88	91	84	76
WR#22	76	88	87	74	79

TIGHTENDS					
PLAYER	OVR	SPD	CTH	PBK	CIT
TE#87	68	76	70	62	67
TE#85	66	78	75	56	61

OFFENSIVE LINE					
PLAYER	OVR	SPD	AWR	PBK	RBK
LT#71	76	86	61	85	82
LG#75	84	86	61	84	85
C#74	84	86	70	86	84
RG#57	80	84	61	85	78
RT#72	71	86	61	80	80

DEFENSIVE LINE					
PLAYER	OVR	SPD	STR	TAK	PUR
RE#98	69	65	82	80	82
DT#90	72	62	82	84	80
DT#91	71	76	74	78	74
LE#54	47	59	65	65	71

LINEBACKERS					
PLAYER	OVR	SPD	AWR	TAK	PUR
LOLB#15	67	76	55	78	88
MLB#43	67	74	55	80	67
ROLB#37	66	76	55	76	79
ROLB#6	65	85	58	68	75

CORNERBACKS					
PLAYER	OVR	SPD	JMP	MCV	ZCV
CB#2	74	86	85	76	80
CB#4	73	86	86	77	75
CB#12	71	91	80	72	77
CB#9	71	86	85	74	81

SAFETIES					
PLAYER	OVR	SPD	CTH	RBK	PBK
FS#32	65	86	48	68	63



**NCAA
FOOTBALL 10**

TOP 20 TEAMS



Top 20 Team Breakdowns

When it comes to online play, of our favorite plays from their playbook.

you can bet that 99 percent of the time you will face one of the top 20 teams in the game. This section of the guide gives you a scouting report on each of these teams and provides you with six

These six plays will give you a good feel of what you can expect to see when facing these teams. In addition, we show you the three impact players for each team along with their key ratings.


**NCAA
FOOTBALL 10**


#1 FLORIDA Gators

CONFERENCE: SEC (EAST)
LOCATION: GAINESVILLE, FL
OVERALL PRESTIGE: ★★★★★
COACH PRESTIGE: A+
ACADEMIC PRESTIGE: A

OVERALL

99

OFFENSE

97

DEFENSE

99

TEAM INTRODUCTION

Defense wins championships, and with 24 defensive players returning this could be yet another title-winning year for the Gator defense. This team is loaded with talent at every position, but the attention is centered on the top-rated quarterback in the game—QB#15. He will help even an average gamer take his or her game to the next level in *NCAA Football 10*.

With all the hype centered on the offense some may forget about the dominating defenders on the Gators' roster. Use LE#8 to harass opposing quarterbacks, and roam the middle of the field with middle linebacker #51. He has great speed and is a sure tackler.



IMPACT PLAYERS



QB#15 Senior

OVR	SPD	THP	THA
99	84	94	92



MLB#51 Senior

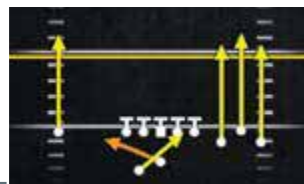
OVR	SPD	AWR	TAK
97	85	82	95



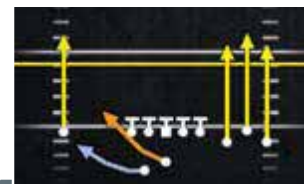
LE#8 Junior

OVR	SPD	STR	TAK
96	84	85	87

KEY PLAYS

Shotgun 4WR Trio
QB Choice

Pressure the defense right from the start with the QB Choice. The Gators have exceptional backs who make this play hard to defend.

Shotgun 4WR Trio
Speed Option

Use this play to work the weak side of the defense. With the defense adjusting to the trips side the Speed Option is a perfect backside run.

Shotgun 4WR Trio
Mesh

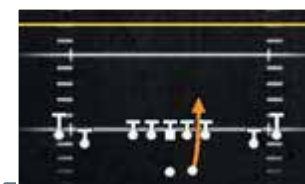
The defense has to account for the speed this play sends out of the backfield. The wheel route by the back will open up the drag route by the flanker.

Shotgun Spread
QB Power

QB#15 is a beast when used in the running game. Once the ball is hiked, read the block from the pulling left guard and use QB#15's 84 speed to get downfield.

Shotgun Spread
PA QB Choice

Defenses will always be concerned with the Gators' running game from the shotgun. Use that against them here to get easy passing yards to the crossing slot receivers.

Shotgun Spread
HB Direct Snap

The HB Direct Snap is a quick way to jump on the defense before they can adjust. Take the snap and look inside out when running the ball.



IMPACT PLAYERS



QB#14 Junior (RS)

OVR	SPD	THP	THA
99	78	95	93



TE#18 Senior

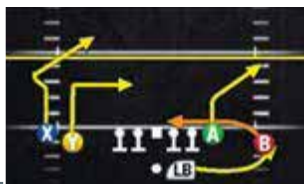
OVR	SPD	ACC	CTH
99	87	90	93



DT#93 Junior (RS)

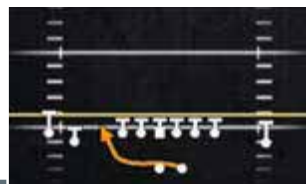
OVR	SPD	STR	TAK
97	69	90	89

KEY PLAYS



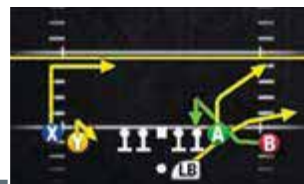
**Shotgun Normal
Drag Under**

Make the defense respect the tight end by running this play. The 87 speed rating of the tight end will make his corner route the primary option on this play.



**Shotgun Normal
HB Off Tackle**

The Sooners have two special backs in HB#29 and HB#7. The off tackle is always a valuable option when running the ball from the shotgun.



**Shotgun Normal
Z Spot**

Use the automation of the flanker receiver to read man or zone coverage and then hit the flanker in zone coverage or the corner/flat against man.



**Ace Bunch
Quick Pitch**

Bunch sets are great for running plays. Take advantage of the bunch receivers as extra blockers to spring the running back on the Quick Pitch.



**Ace Bunch
Weak Flood**

This is a perfect zone and man beater. Look for the split end first on the left and then the flanker running the drag. Your final read is the back in the flat.



**Ace Bunch
PA Boot Over**

There isn't a defense that can stop the Sooners when they're running this play. Take your choice of any of the three receivers as they cross the middle of the field.



#2 OKLAHOMA Sooners

CONFERENCE:	BIG 12 (SOUTH)
LOCATION:	NORMAN, OK
OVERALL PRESTIGE:	★★★★★
COACH PRESTIGE:	A+
ACADEMIC PRESTIGE:	B

OVERALL

97

OFFENSE

99

DEFENSE

96

TEAM INTRODUCTION

One of the best offensive teams in the nation, Oklahoma debuts in *NCAA Football 10* as a formidable opponent for the national title. Some say losing in the BCS National Championship Game can weigh on a team's mind, but the Sooners have a proven leader in QB#14. He is helped out by the best tight end in the game in TE#18 and has a solid outside receiver in WR#80. The news only gets better when you look at the duo of stud backs that the Sooners can go to whenever they need some yards on the ground. The defense gets good push up front from DT#93. His presence up front helps the play of the secondary, which always seems to be around the ball.




**NCAA
FOOTBALL 10**

#3 TEXAS Longhorns



CONFERENCE: BIG 12 (SOUTH)
LOCATION: AUSTIN, TX
OVERALL PRESTIGE: ★★★★★
COACH PRESTIGE: A+
ACADEMIC PRESTIGE: A

OVERALL

97

OFFENSE

97

DEFENSE

96

TEAM INTRODUCTION

Every year when the debate starts to determine who is #1, Texas is always in the running. Things are no different this year as the Longhorns have a team built to take a run at the national championship. Quarterbacks are leaders on the field, and Texas is lucky to have one of the best in all of college football. His job is made easy by having a dominating receiver on the outside with WR#8.

Everything is bigger in Texas, and the defense will bring constant pressure on opposing offenses with the size and speed from RE#2. His athletic ability makes him one of the most dominating pass rushers in *NCAA Football 10*.



IMPACT PLAYERS



QB#12 Senior (RS)

OVR	SPD	THP	THA
98	84	89	95



RE#2 Senior

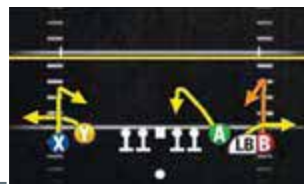
OVR	SPD	STR	TAK
96	88	82	90



WR#8 Senior (RS)

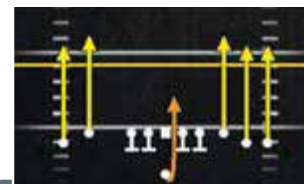
OVR	SPD	ACC	CTH
95	94	93	92

KEY PLAYS



Shotgun 5WR Flex Trey Curl Flats

Spread the defense in this five wide set to take advantage of the pinpoint accuracy of QB#12. WR#8 is a big leaper, and an asset on the curl.



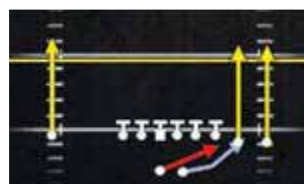
Shotgun 5WR Flex Trey QB Draw

Because he has a speed rating of 84, have the QB take the snap and turn downfield to become a surprise run threat. This adds another obstacle for the defense.



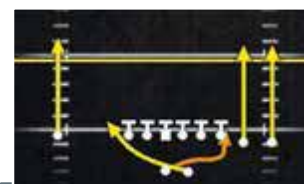
Shotgun 5WR Flex Trey WR Comebacks

Multiple curl and hook routes make the WR Comeback a tough cover for any defense. If the defense plays the comebacks, attack the post.



Shotgun Y Trips Speed Option

Because of how special the quarterback is for Texas, the Speed Option is a play that can constantly catch the defense off guard.



Shotgun Y Trips QB Choice

The QB Choice gives the offense a chance to attack the defense with a run by the quarterback or running back. Take what the defense gives you.



Shotgun Y Trips WR Mid Screen

All screens are not created equal. The WR Mid Screen is a solid play that will get WR#8 the ball with plenty of room to work.



IMPACT PLAYERS



SS#2 Senior

OVR	SPD	AGI	TAK
99	95	88	91



DT#44 Junior (RS)

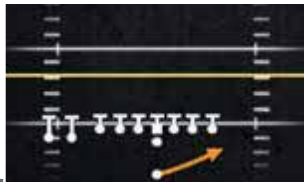
OVR	SPD	STR	TAK
93	72	88	88



WR#18 Junior (RS)

OVR	SPD	ACC	CTH
93	92	94	89

KEY PLAYS



**Ace Big Twins
HB Slant 18**

USC has multiple backs with great speed and agility. Keep the USC rushing tradition alive with this outside running play. It's sure to gain big yards for the offense.



**Ace Big Twins
Curl Flat**

WR#18 is fast and has great acceleration. Use the Curl Flat to get him the ball breaking to the outside and then let him accelerate downfield.



**Ace Big Twins
Smash**

To prevent the defense from sitting on any impact players use the Twins Smash to get the slot receiver open. Option two is the running back leaking to the right flat.



**I-Form Twins
HB Slip Screen**

The HB Slip Screen is a staple in the Trojans' playbook. As the defense charges in, hit the back on the screen and let him follow his blockers to the end zone.



**I-Form Twins
FB Flare**

Delay routes are a plus to have at our disposal. Attack the defense with the initial routes and hit the back on a delay to the left.



**I-Form Twins
HB Counter**

The counter is a play that USC backs have turned into their signature play call. Use this play to get any of the USC backs out in the open.



#4 USC Trojans

CONFERENCE:	PACIFIC-10
LOCATION:	LOS ANGELES, CA
OVERALL PRESTIGE:	★★★★★
COACH PRESTIGE:	A+
ACADEMIC PRESTIGE:	A+

OVERALL

97

OFFENSE

95

DEFENSE

97

TEAM INTRODUCTION

With one of the greatest winning traditions in all of college football, USC is never more than a victory away from playing for the national championship. With the history of USC football, players are supposed to win when using this team in the game. The Trojans are always prolific on offense and always have a stud wide receiver. The outside threat is also complemented by a solid group of running backs that carry on the USC big play tradition.

On defense the Trojans boast a solid secondary, led by senior SS#2. He is a ball hawk who will be in on almost every play. Offenses will struggle to find any opening in the defense as the linebackers are fast and sure tacklers.




**NCAA
FOOTBALL 10**


#5 LSU Tigers

CONFERENCE: SEC (WEST)
LOCATION: BATON, ROUGE, LA
OVERALL PRESTIGE: ★★★★★
COACH PRESTIGE: A
ACADEMIC PRESTIGE: B

OVERALL

89

OFFENSE

93

DEFENSE

87

TEAM INTRODUCTION

LSU fans are in the midst of what some say are the golden years of the program. This team is a force to be reckoned with on the virtual gridiron as well. The offense boasts impact players at both the running back and wide receiver positions. Take advantage of senior HB#32 to do the dirty work on the ground, and when you need huge chunks of yards air it out to senior WR#1.

No matter how many points the offense can score, the defense had better be able to keep their opponents out of the end zone. The Tigers will make going to the air a difficult task with 6'1" sophomore CB#7 lurking in the secondary.



IMPACT PLAYERS



HB#32 Senior

OVR	SPD	AGI	BTK
94	90	89	94



WR#1 Senior

OVR	SPD	ACC	CTH
93	91	93	92



CB#7 Sophomore

OVR	SPD	ACC	AWR
88	91	95	62

KEY PLAYS

Pistol Y Trips
HB Counter

Use the element of surprise to attack the defense with an HB Counter from a primarily passing formation. This is a great option to get HB#32 in the open field.

Pistol Y Trips
Stick

The Stick is a passing play that will let us attack the strong side of the formation and give our primary receiver a one-on-one matchup to the weak side.

Ace Twin TE
WR Screen

WR Screens are quick strike plays that get the ball to our playmakers and give them a chance to do something spectacular.

Ace Twin TE
Z Spot

Use the Z Spot to get a quick pass to senior WR#1 just as he comes off motion. If he's covered, look for the corner route.

I-Form Y Trips
HB Slip Screen

When you're facing overanxious defenses the slip screen is a perfect option. We use this to get big gains versus the blitz.

I-Form Y Trips
HB Toss

Take advantage of the playmaking ability that LSU has in the backfield with HB#32. The toss is a perfect way to showcase his talents.



IMPACT PLAYERS



DT#62 Senior

OVR	SPD	STR	TAK
96	58	95	94



MLB#25 Junior

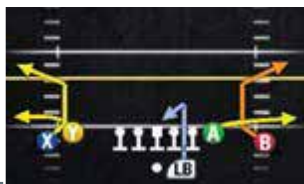
OVR	SPD	AWR	TAK
94	85	80	94



WR#8 Sophomore

OVR	SPD	ACC	CTH
94	92	93	89

KEY PLAYS



Shotgun Normal Flex Corner Strike

The Corner Strike is a play that we go to against defenses that like to run Cover 2 or Cover 3.



Shotgun Normal Flex HB Mid Draw

After attacking the defense with the pass, keep them on their heels with an HB Mid Draw through the guts of the line.



Ace Big Wing Inside Cross

The Inside Cross gives the offense an easy opportunity to beat the blitzing defense. Hit either tight end as they cross in the center of the field.



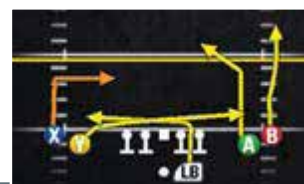
Ace Big Wing HB Weak Blast

Take advantage of having your second tight end in the wing position. Get a solid block to spring open a lane for the running back.



Shotgun Spread DBL WR Screen

Aggressive defenses are no match for a good screen pass. Attack the defense with the screen to either side to slow the blitz down.



Shotgun Spread X Follow

When running the X Follow make sure to key the underneath crossing routes by the left slot and running back. These routes help open the deep post route.



#6 ALABAMA Crimson Tide

CONFERENCE:	SEC (WEST)
LOCATION:	TUSCALOOSA, AL
OVERALL PRESTIGE:	★★★★★
COACH PRESTIGE:	A+
ACADEMIC PRESTIGE:	B+

OVERALL

93

OFFENSE

91

DEFENSE

96

TEAM INTRODUCTION

Alabama has continued to be one of the best football programs in NCAA football year after year. With one of the best coaches in all of football, the Crimson Tide continues to have good recruiting classes. Offensively, Alabama has a stud go-to receiver and solid backs who can help make moving the ball easy. Even though the running backs aren't impact players, Alabama's running game is always a key factor in this offense's scheme.

The Tide's defense struts its stuff, anchored by one of the best defensive tackles in the game. Right behind him the Tide has a stud in MLB#25. With all the push up front from the defensive tackle we can give the middle linebacker clean blitz lanes into the offensive backfield.




**NCAA
FOOTBALL 10**


#7 OHIO STATE Buckeyes

CONFERENCE: BIG TEN
LOCATION: COLUMBUS, OH
OVERALL PRESTIGE: ★★★★★
COACH PRESTIGE: A+
ACADEMIC PRESTIGE: A

OVERALL

93

OFFENSE

91

DEFENSE

96

TEAM INTRODUCTION

There is a buzz around campus when it comes to the Buckeyes—so much so, that over 95,000 showed up to watch the Spring Game. Ohio State comes into this season with high hopes and equally good talent. Saying the offense is being led by a beast is an understatement. QB#2 is 6'6" with blazing speed. His combination of size, speed, and arm strength will be the key to the Buckeyes' offense.

Defense has always been a strength for Ohio State. This year they will be led by SS#4, who is not only a savvy defender but also a great tackler. Not to be outdone, RE#90 will be holding down the line and personally introducing himself to all the quarterbacks lined up in front of him.



IMPACT PLAYERS



SS#4 Senior

OVR	SPD	AWR	TAK
94	93	81	87



RE#90 Junior (RS)

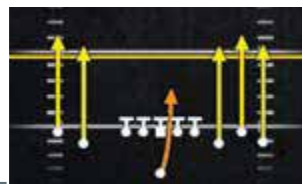
OVR	SPD	STR	TAK
93	86	79	79



QB#2 Sophomore

OVR	SPD	THP	THA
91	90	88	85

KEY PLAYS

Shotgun 5WR Trio
QB Blast

At 6'6" and 228 pounds, with a speed rating of 90, the QB running the blast is like a full-back dive. There is no way that a defense can defend all the receivers and the QB Blast.

Shotgun 5WR Trio
Double Pivot

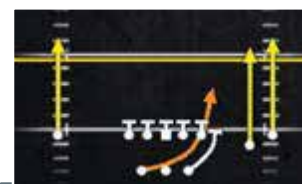
Use the dual pivot routes by the slot receivers to beat the defense underneath. Pivots are one of the hardest routes to defend.

Shotgun 5WR Trio
Four Verticals

Stress the defense with this play by letting the four vertical routes run off the coverage. Then take off with the QB for an easy gain.

Shotgun Split Slot
Z Slant Y Corner

The Split Slot is a tough formation to deal with. This play attacks the defense with both backs in the flat, hoping to open up the slant route.

Shotgun Split Slot
HB Off Tackle

To keep our attack balanced, we add the HB Off Tackle to gash the defense with the run while they prepare to defend the pass.

Shotgun Split Slot
PA Wheel

This play attacks the defense by making them think sweep because of how the backs start out. This leaves the post or wheel route open.



IMPACT PLAYERS



QB#17 Senior

OVR	SPD	THP	THA
94	86	90	89



MLB#45 Junior

OVR	SPD	AWR	TAK
95	87	87	90



LOLB#18 Junior

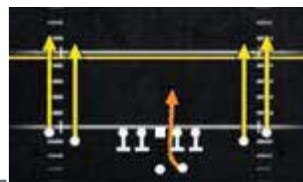
OVR	SPD	AWR	TAK
93	85	75	91

KEY PLAYS



I-Form Normal Iso

This is a hard-nosed running play that moves the pile with the fullback leading the halfback through the A gap between the center and right guard.



Shotgun Spread HB Draw

This play spreads the defense out, which gives us more inside running room. Once the ball is handed off to the running back, be patient and look for the open hole.



Ace Bunch PA Boot Over

This is an excellent play to run against man coverage when inside the red zone. Look for the tight end as he comes across the middle on a shallow cross.



Ace Y Trips Slants

The backside receiver running the quick slant should be your primary receiver. Once he cuts inside on the slant route, rifle him a bullet pass.



Shotgun Split Y Flex Cross Weak Flood

Look for the tight end running the crossing route if man coverage is called. If zone coverage is called, look for the backs in the flats.



Shotgun Y Trips Strong Flood

When you flood the right side with multiple receivers at three different depths, the defense will have a hard time defending this play when playing zone coverage.



#8 PENN STATE Nittany Lions

CONFERENCE:	BIG TEN
LOCATION:	UNIVERSITY PARK, PA
OVERALL PRESTIGE:	★★★★★
COACH PRESTIGE:	A+
ACADEMIC PRESTIGE:	A

OVERALL

93

OFFENSE

93

DEFENSE

93

TEAM INTRODUCTION

One of the more balanced teams in the game, the Nittany Lions are led by their senior captain quarterback on offense. He is highly mobile, making him a double threat that the opposing defense must plan for. When he is not running the ball, he is pitching the rock to HB#22, who is more than capable of gaining yards on the ground.

Penn State has one of the better linebacker corps in the game. Both MLB#45 and LOLB#18 are playmakers who can take over the game by rushing the quarterback or dropping back in pass coverage.




**NCAA
FOOTBALL 10**

#9 OKLAHOMA STATE Cowboys



CONFERENCE: BIG 12 (SOUTH)
LOCATION: STILLWATER, OK
OVERALL PRESTIGE: ★★★★★
COACH PRESTIGE: B
ACADEMIC PRESTIGE: C+

OVERALL

93

OFFENSE

95

DEFENSE

91

TEAM INTRODUCTION

Oklahoma State is loaded on offense at the skill positions. QB#11 has good speed and a good arm to throw the ball. HB#24 is small but has the speed to get outside. Once in the open field, he has the moves to break long runs off. WR#1 is the best overall receiver in the game. When you need a big play, he is your man.

The Cowboys' defense is not as strong as the offense, but there are plenty of playmakers, starting with ROLB#20. His ability to rush the quarterback forces the offense to know where he is on the field at all times.



IMPACT PLAYERS



QB#11 Senior

OVR	SPD	THP	THA
95	84	90	91



WR#1 Junior

OVR	SPD	ACC	CTH
97	93	94	95



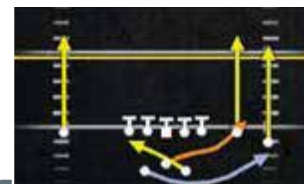
ROLB#20 Senior

OVR	SPD	AWR	TAK
90	88	79	89

KEY PLAYS


**Ace Big Twins
HB Toss Strg**

If man coverage is called, the whole right side should be open for the taking. Follow the pulling right tackle outside and into the open field.


**Shotgun Split Offset
Triple Option**

If the defensive line is spread out, hand the ball to the fullback. If the defensive line is pinched in, run the quarterback or pitch it to the trailing halfback.


**Ace Bunch Swap
Corner Strike**

The outside receiver runs a corner route and is the play's primary receiver. If man coverage is called, wait for him to break to the corner before throwing the pass.


**I-Form Normal
Angle**

A very effective under center pass play that has the halfback running an angle route. Once the halfback breaks over the middle, throw him a bullet pass.


**Shotgun 4WR Trio
Levels**

This excellent passing concept attacks zone coverage by having three receivers run in routes at different depths on the field.


**Shotgun Ace
Curl Flats**

Curl Flats is a high-low read passing concept that is simple to read. If the flat is not covered, throw to the tight end. If the flat is covered, throw to the receiver running the curl.



IMPACT PLAYERS



HB#32 Sophomore

OVR	SPD	AGI	BTK
91	91	89	87



QB#5 Junior

OVR	SPD	THP	THA
91	88	89	84



CB#22 Senior

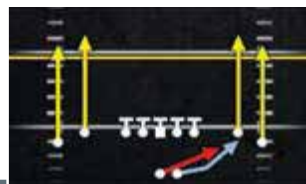
OVR	SPD	ACC	CTH
92	91	93	74

KEY PLAYS



**Ace Y Trips
HB Counter Trap**

The right side of the field is loaded with the tight end and two receivers. With this many extra blockers, picking out yardage shouldn't be a problem.



**Shotgun Double Flex
Speed Option**

Get to the outside with your quarterback as fast as you can. If the defense closes in on you, pitch the ball to the trailing running back.



**Ace Big
Y Shallow Cross**

Here is a high percentage short pass play to get both tight ends involved in. If man coverage is called, look for the tight end running the shallow cross.



**Ace Y Trips
Mesh**

If bump-n-run man coverage is called, look for the receiver sent in automotion. He won't be jammed at the line of scrimmage.



**I-Form Tight
PA FB Flat**

This is a solid play action play to call inside the red zone. Look for the tight end running the corner route or the fullback leaking out into the right flat.



**Shotgun Double Flex
Circle**

Look for the running back running a circle route over the middle. If he is not open, look for the outside receiver running the crossing route.



#10 VIRGINIA TECH Hokies

CONFERENCE:	ACC (COASTAL)
LOCATION:	BLACKSBURG, VA
OVERALL PRESTIGE:	★★★★
COACH PRESTIGE:	A
ACADEMIC PRESTIGE:	B+

OVERALL

89

OFFENSE

91

DEFENSE

90

TEAM INTRODUCTION

The Hokies should fare well in the ACC because of their strong running game, led by HB#32 and QB#5. When running the ball inside, look to pound it behind RG#70, who is the team's best run blocker. Passing the ball is not the team's strength because QB#5, while strong, is not very accurate.

On the defensive side of the ball, Virginia Tech has a lock-down cornerback in CB#22. They also have a speed rusher at right end who can put pressure on the quarterback. At linebacker, there is plenty of speed to be found.




**NCAA
FOOTBALL 10**


#11 OLE MISS Rebels

CONFERENCE: SEC (WEST)
LOCATION: OXFORD, MS
OVERALL PRESTIGE: ★★ ★
COACH PRESTIGE: B
ACADEMIC PRESTIGE: C+

OVERALL

OFFENSE

DEFENSE

91

91

93

TEAM INTRODUCTION

Ole Miss should be among the top teams in SEC this season with an explosive offense that is led by their junior quarterback and senior receiver. You should be able to have them hook up with big passing plays each game. The ground game is in good hands with their bruising running back, HB#34.

The defense is stout with their senior RE, who is one of the better pass rushers in the game. CB#8 does a good job of locking down the man across from him. ROLB#7 has the speed to bring the pressure from the outside with an 87 speed rating.



IMPACT PLAYERS



QB#4 Junior

OVR	SPD	THP	THA
92	82	91	88



WR#22 Senior

OVR	SPD	ACC	CTH
92	94	95	84



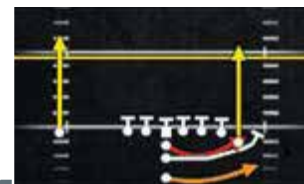
RE#86 Senior

OVR	SPD	STR	TAK
95	84	84	88

KEY PLAYS

Ace Big
HB Toss

The right tackle pulls to the right side as a lead blocker for the running back. The key block, however, needs to be made by the flanker.

I-Form Twin TE
Load Option

This is a very effective option play with two tight ends lined up on the same side as the play goes. Throw in the fullback lead blocking, and this play packs a wallop.

Ace Trey Open
Inside Shake

If man coverage is called, look for the slot receiver running a mini corner post route. Once he breaks to the post, he will be open for a bullet pass.

I-Form Slot Flex
Z Spot

This pass play beats both man and zone coverage. If bump-n-run man coverage is called, look for the flanker before he spots up.

I-Form Twins
PA TE Leak

There are three receivers to look for with this play action throw: the fullback leaking in the flat, the tight end on the corner route, and the slot receiver running the crossing route.

Shotgun Ace Twins Wk
HB Slip Screen

The longer you can wait for the pass rush to come after you, the better this screen play will work. There will be plenty of blockers out in front of you once the catch is made.



IMPACT PLAYERS



HB#9 Senior

OVR	SPD	AGI	BTk
93	92	89	89



QB#8 Junior

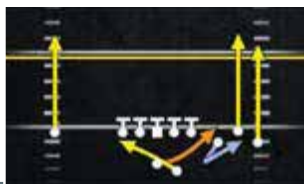
OVR	SPD	THP	THA
90	85	87	87



CB#6 Senior

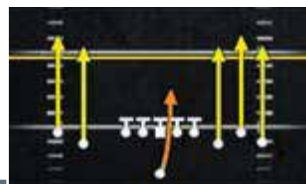
OVR	SPD	ACC	CTH
93	94	92	68

KEY PLAYS



Shotgun 4WR Trio Str QB Slot Option

The inside receiver goes in motion into the backfield. He then becomes the pitch man. The ball can be handed off to the running back, run by the quarterback, or pitched to the slot receiver.



Shotgun 5WR Trio QB Blast

This is a good run play to call when you need a yard or two for the first down since the defense won't be expecting it. Don't get fancy—just drive straight ahead with the quarterback.



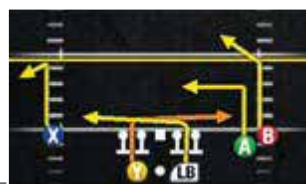
Shotgun 5WR Trio Spacing

This is a difficult passing concept for the defense to defend inside the red zone. Look for one of the inside receivers to get open against zone coverage.



Shotgun Normal HB Angle

This is a high percentage pass play to get the running back involved in the offense. Look for him once he breaks over the middle if man coverage is called.



Shotgun Split Slot Backs Cross

The backs cross near the line of scrimmage. This often causes a natural pick that breaks one if not both backs open as they cut towards the sideline.



Shotgun Spread Flex Smash HB Check

The smash concept works best against zone coverage. If nothing is open on the outside, look for the check down route run by the running back.



#12 OREGON Ducks

CONFERENCE:	PACIFIC-10
LOCATION:	EUGENE, OR
OVERALL PRESTIGE:	★★★★★
COACH PRESTIGE:	B+
ACADEMIC PRESTIGE:	B

OVERALL

91

OFFENSE

91

DEFENSE

93

TEAM INTRODUCTION

Oregon will need to be on top of its game if wants to compete at the top in Pac-10. There is no question that they have the firepower on offense with their senior running back, HB#9. He has the talent to break off long runs with his speed and break tackle ability. Get him at least 20 or more touches per game.

On defense, the Ducks' best playmaker is CB#6. He is one of the faster corners in the game, so his side of the field should not be much of a concern. FS#2 is a ball hawk and will force the quarterback to look elsewhere or risk throwing an interception.




**NCAA
FOOTBALL 10**


#13 GEORGIA Bulldogs

CONFERENCE: SEC (EAST)
LOCATION: ATHENS, GA
OVERALL PRESTIGE: ★★★★★
COACH PRESTIGE: A
ACADEMIC PRESTIGE: A

OVERALL

93

OFFENSE

91

DEFENSE

94

TEAM INTRODUCTION

The biggest question mark with Georgia is, who will step up as the new signal caller? Whoever starts at quarterback will find the learning curve is made much easier with WR#8 to throw the ball to. Throw in the offensive line, which is one of the best in the game, and the Bulldogs should still have a strong offensive unit.

On defense, DT#56 and DT#95 anchor the defensive line. This line should be able to keep run blockers off the team's outstanding linebacker corps. The secondary is set with CB#23 and SS#9 leading the way.



IMPACT PLAYERS



WR#8 Sophomore

OVR	SPD	ACC	CTH
92	92	93	88



DT#56 Senior

OVR	SPD	AWR	TAK
95	69	84	86



ROLB#35 Junior

OVR	SPD	AWR	TAK
93	86	77	91

KEY PLAYS

I-Form Normal
HB Slam

This is one of the better power inside run plays in the game. The fullback lead blocks for the halfback through the hole between the right guard and right tackle.

I-Form Tight
FB Fake HB Toss

The quarterback fakes the handoff to the fullback and then tosses the ball to the halfback. If the defense isn't paying attention, this has big-play potential.

Ace Big
TE Cross

This pass play is highly effective against man coverage because of the two tight ends running crossing routes. One of them will open at some point against man coverage.

Ace Bunch
Stick

Here is a rock solid pass play when you need short yardage against zone coverage. Look for the receiver running the stick route as soon as he shows his numbers.

Shotgun Normal
FL Screen

This is a low-risk pass play that works well against zone coverage. Wait for the blockers to get out in front before making the pass, and then follow their blocks.

Shotgun Split Slot
Flat Combo

Both running backs run flat routes, while the outside receivers run curls. If the flat routes are not there, then look for the receivers running curls.



IMPACT PLAYERS



QB#12 Sophomore (RS)

OVR	SPD	THP	THA
90	65	89	93



CB#1 Senior

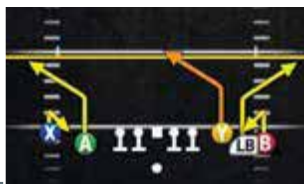
OVR	SPD	ACC	AWR
93	91	92	82



SS#23 Junior (RS)

OVR	SPD	AWR	TAK
86	88	79	84

KEY PLAYS



Shotgun 5WR Trey PA Smash

This play allows your QB to spread the field out so he can throw darts when they bite on the play action animation.



Shotgun 5WR Trey Spacing

When you're in a five-receiver set, you need quick hitters. You will usually be tested early and often with all forms of pressure.



Shotgun Y Trips HB Wk Four Verticals

This is a play that uses four vertical routes to create broken coverage assignments on the field. The play also has the back working underneath.



I-Form Twin TE Iso

This is a zone-based running play. You need to be able to run the ball when you need to get those tough yards for first downs and TDs.



I-Form Twin TE HB Toss

This complements your inside running game. Use your two tight ends to seal the defenders and lead the way for the HB.



Shotgun Double Flex Dbl WR Screen

This is another quick hitter to use when the defense is giving cushion to your wide-outs after you have hit them deep. It's also a great call for any short yardage situation.



#14 BOISE STATE Broncos

CONFERENCE:	WAC
LOCATION:	BOISEM, ID
OVERALL PRESTIGE:	★★★★★
COACH PRESTIGE:	B+
ACADEMIC PRESTIGE:	C+

OVERALL

84

OFFENSE

85

DEFENSE

83

TEAM INTRODUCTION

Boise State is an overall balanced team. They have a solid offense and defense. The offensive side of the ball is headed up by QB#12. He must set the tone for the offensive attack in order for this team to have any success. His arm and accuracy will allow you to use the pass to set up the run. He will have plenty of chances to move the ball because of his defensive help. There are two weapons in the secondary that will cause problems for any pass happy offense: CB#1 and SS#23 have outstanding speed and are ball hawks. If you are reckless with your passing and reads, they will make you pay.




**NCAA
FOOTBALL 10**


#15 CAL Golden Bears

CONFERENCE: PACIFIC-10
LOCATION: BERKELEY, CA
OVERALL PRESTIGE: ★★★★★
COACH PRESTIGE: A
ACADEMIC PRESTIGE: A+

OVERALL

93

OFFENSE

93

DEFENSE

93

TEAM INTRODUCTION

Cal is set for a great season. They have a very talented team that can sneak up on you if you take them too lightly. They have an outstanding defense anchored by RE#97. He's a beast against the run and the pass. CB#5 is a shutdown corner who allows the defense to be more creative with its coverages. He is also a great run stopper as well. The team offense is hinged on the legs of the highest-rated running back in the nation. He is the total package. He's a north-south runner with great vision. He also has great hands and speed that can take any run all the way to the house. You must make him the centerpiece of your offense.



IMPACT PLAYERS



RE#97 Junior

OVR	SPD	STR	TAK
90	74	84	88



CB#5 Senior (RS)

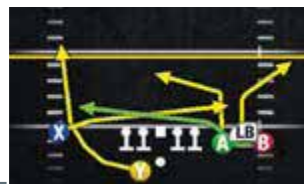
OVR	SPD	AWR	ACC
93	93	82	94



HB#4 Junior

OVR	SPD	AGL	BTK
96	97	97	86

KEY PLAYS



Shotgun 4WR Trio Mesh

This play allows you to get your best weapon the ball. It's hard to defend a back of his caliber coming out of the backfield.



Shotgun Ace HB Slip Screen

This play uses four vertical routes to open up the screen for HB#4. Get him the ball in the open field to make plays.



Shotgun Bunch HB Str Mesh

This play uses automation to get HB#4 outside as a passing option. He's also a nice diversion for your other passing options.



Shotgun Bunch HB Str Weak Flood

This play features a four-way mesh to the strong side of the formation. It's a great play against zone and man coverage. HB#4 is your hot read.



Strong I Twin TE HB Toss

Use this play to set the tone for your run game. Since HB#4 has 97 speed, you need to get him outside early and often.



Weak I Normal Outside Zone

This is a zone blocking play that is designed to get HB#4 outside. Make your reads and let him do the rest.



IMPACT PLAYERS



WR#8 Junior

OVR	SPD	ACC	CTH
89	90	91	83



DT#9 Junior

OVR	SPD	STR	TAK
94	72	90	90



FS#27 Junior (RS)

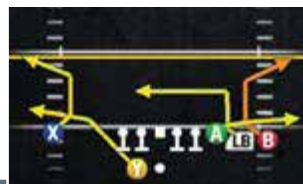
OVR	SPD	AWR	TAK
90	92	77	87

KEY PLAYS



Ace Big
WR Screen

When you have a weapon like WR#8, you need to get the ball in his hands to make a play in the open field.



Shotgun Y Trips HB Wk
Corner Strike

This is a play that isolates your best receiving option on the field to get him deep. The route meshing prevents double-teaming.



Shotgun Wing Trips
Curl Flat Wheel

This is another play that has a three-way mesh to free WR#8 up. This play allows him to sit in the hole in the coverage against most zones.



Shotgun Wing Trips
Curl Flat Corner

This play partners with the Curl Flat Wheel. You need to run plays from the same sets to confuse the defense.



Shotgun Split Y Flex
Y Shallow Crosses

This is a great play that allows WR#8 to get deep and attack the middle of the field. The other wideouts run routes that help him get open.



I-Form Twins
Hitch Corner

This is a great two-way route combo that isolates your best option from a running pro set. This play works better if you have established the run.



#16 NORTH CAROLINA Tar Heels

CONFERENCE:	ACC (COASTAL)
LOCATION:	CHAPEL HILL, NC
OVERALL PRESTIGE:	★★★★
COACH PRESTIGE:	B+
ACADEMIC PRESTIGE:	A+

OVERALL

91

OFFENSE

89

DEFENSE

93

TEAM INTRODUCTION

The North Carolina Tar Heels are a steady team that is trying to turn the corner. They have weapons on both sides of the ball. The team leader on the offensive side is WR#8. His speed and size make him a deadly weapon downfield. The Tar Heels have two weapons on the defensive side of the ball in DT#9 and FS#27. DT#9 generates pressure up the gut and is a run stuffer. FS#27 has outstanding speed that takes away any thought of going deep with the passing game. The key for North Carolina is to get another passing option and develop a rushing attack to complement WR#8. This is a team that you can't take lightly.




**NCAA
FOOTBALL 10**


#17 BYU Cougars

CONFERENCE:
LOCATION:
OVERALL PRESTIGE:
COACH PRESTIGE:
ACADEMIC PRESTIGE:

MOUNTAIN WEST
PROVO, UT
★★★★
B+
B

OVERALL

78

OFFENSE

87

DEFENSE

74

TEAM INTRODUCTION

BYU is a midlevel team that needs help in many areas. With that said, it's one of those teams that will play you tough to the end. This program is only one or two players short of becoming a contender for a major bowl run. BYU is known for fielding teams with strong passing attacks that aren't afraid to throw it 40–50 times per game. BYU has three impact players on this team. QB#15 is the leader of the offense. He has great tools complemented by a great running back. HB#45 is a downhill runner with great hands. On the defensive side of the ball, RE#84 is a good pass rusher and run stopper.



IMPACT PLAYERS


QB#15 Senior (RS)

OVR	SPD	THP	THA
92	73	91	91


HB#45 Junior (RS)

OVR	SPD	AGI	BTk
91	88	85	89


RE#84 Senior (RS)

OVR	SPD	STR	TAK
90	84	84	84

KEY PLAYS


**Shotgun Split Twins
PA Read**

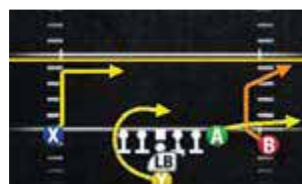
The PA Read allows the QB to spread the field and get his best weapon, HB#45, involved in the passing game as well.


**Shotgun Split
HB Slip Screen**

This play isolates your impact player, HB#45. He needs the ball in the open field to make plays.


**Shotgun Split Twins
HB Circle**

This play works hard to clear out the field for HB#45. This is a good play against blitzes, man coverage, or zone coverage.


**I-Form Normal
Corner Strike**

This is a great call when you're in the red zone and need to mix your pass in with your rushing sets.


**I-Form Normal
HB Angle**

This is the sister play to the Corner Strike. This play gives QB#15 five options to hit off his three-step drop.


**Weak H Twins
TE Shallow**

The two crossing routes over the middle are more than man coverage can handle. Hit the HB if your QB is under pressure.



IMPACT PLAYERS



FB#21 Junior

OVR	SPD	AGI	BTK
94	93	89	94



LE#91 Junior

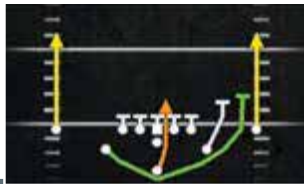
OVR	SPD	STR	TAK
92	81	84	78



SS#1 Junior

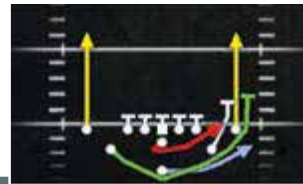
OVR	SPD	AWR	TAK
90	90	83	87

KEY PLAYS



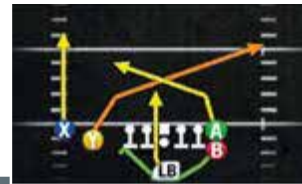
**Flexbone Normal
FB Dive**

This is a quickly developing run play that gets the fullback through the line in a hurry to pick up positive yardage.



**Flexbone Close
FB Load Opt Str**

This play loads the left side of the offensive line. The quarterback has the option to keep the ball or pitch it to the trailing fullback.



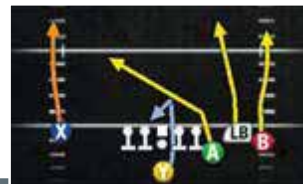
**Flexbone Split
Tr Contr Wk Pass**

It looks like a run play with automation and the fake to fullback. Often this gets the defense way out of position to defend the crossing route.



**Flexbone Slot Right
Curl Flats**

This safe, short pass play gives the quarterback a high-low read on both sides of the field. One receiver runs a flat, while the other runs a curl.



**Flexbone Trio Right
Four Verticals**

If the defense is stacking the line of scrimmage, this play will make them pay by sending four receivers deep on vertical routes.



**Flexbone Trips Left
Slot Corner**

This play works best against Cover 2 or Cover 3 coverage. Look for the receiver running the corner route to the left. If he is open, throw him a hard bullet pass.



#18 GEORGIA TECH Yellow Jackets

CONFERENCE:	ACC (COASTAL)
LOCATION:	ATLANTA, GA
OVERALL PRESTIGE:	★★★★
COACH PRESTIGE:	B
ACADEMIC PRESTIGE:	A

OVERALL

91

OFFENSE

89

DEFENSE

93

TEAM INTRODUCTION

The Yellow Jackets are loaded in the offensive backfield, and that's a good thing. Opposing defenses have a hard time trying to figure out who has the ball and who doesn't. With motion, counters, and fakes, Georgia Tech puts pressure on even the best defenses in the ACC. Fortunately the team's running game is good, because the passing game has issues.

Defensively the line has some question marks, but not at left end. LE#91 does a good job of getting to the quarterback by using his speed to go around slower right tackles. SS#1 is the team's best defensive playmaker. His ability to stop the run and the pass makes him a force to be reckoned with.




**NCAA
FOOTBALL 10**


#19 TCU Horned Frogs

CONFERENCE: MOUNTAIN WEST
LOCATION: FORT WORTH, TX
OVERALL PRESTIGE: ★★★
COACH PRESTIGE: B
ACADEMIC PRESTIGE: B

OVERALL

82

OFFENSE

83

DEFENSE

83

TEAM INTRODUCTION

The Texas Christian University Horned Frogs football program has proven itself to be one of the best teams outside of the major conferences in the last 10 years. To continue this type of success WR#85 needs a big season as the team's chief playmaker on the offensive side of the ball.

On defense, TCU has two impact players: LE#98 is one of the best pass rushers in the nation and can disrupt even the strongest passing offenses in the game. He's not the best cornerback in the game, but CB#10 has enough speed to keep opposing receivers in check.



IMPACT PLAYERS



WR#85 Junior

OVR	SPD	ACC	CTH
87	92	92	86



LE#98 Senior

OVR	SPD	STR	TAK
94	84	70	93



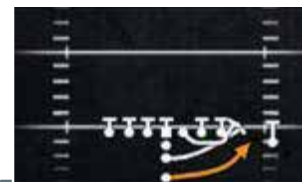
CB#10 Senior

OVR	SPD	ACC	CTH
84	92	93	52

KEY PLAYS

Ace Spread
HB Dive

After spreading the defense out, there are fewer defenders packed in to defend against the inside run, which makes this play a perfect run choice in third and short situations.

I-Form Big
HB Toss

Here is one of the better outside run plays in the game—provided that the running back has the speed to get outside where there should be ample running room.

Ace Big
WR Screen

This is a low-risk pass play that works best against zone coverage. Look to get the ball quickly out of the quarterback's hands and into the receiver's grasp.

Weak I Normal
RB Outs

This pass play works best against man coverage. Look for one of the backs to get open as soon as they break towards the sideline.

Shotgun Trips
Strong Flood

The Strong Flood overloads one side of the field with multiple receivers running routes at three different levels. This works best against zone coverages.

Shotgun 5WR
Shallow Cross

The Shallow Cross is a good short passing play that beats both man and zone coverage. Look for one of the receivers running the crossing routes to get open.



IMPACT PLAYERS



HB#38 Sophomore

OVR	SPD	AGI	BTK
88	93	93	80



ROLB#13 Senior

OVR	SPD	AWR	TAK
92	86	73	91



CB#21 Senior

OVR	SPD	ACC	CTH
92	93	95	72

KEY PLAYS



**Ace Twin TE Slot
HB Power O**

The Power O is a good outside run play that sends the tight end in automation to the right side. The left guard pulls to add extra run blockers.



**I-Form Twin TE
Iso**

The Iso is a straight up power run play that has the halfback following the fullback through the A gap between the center and right guard.



**Ace Bunch
Seattle**

This pass play works best against man coverage, with the slot receiver running a crossing route. Look for him to be open as he comes over the middle.



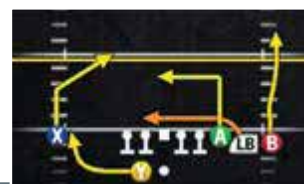
**I-Form Twins
Wheel Out**

If Cover 2 or Cover 3 coverage is called, look for the slot receiver running the wheel. The outside receiver's post route will draw the cornerback in, leaving the slot receiver open.



**Shotgun Ace Twins
Stick**

This is a good short-yardage passing play against zone coverage that gets the tight end open quickly. His stick route is also tough against man coverage.



**Shotgun Y Trips HB Wk
Slot Drive**

This pass play works well against both man and zone coverage. If man coverage is called, look for the slot receiver as he drives over the middle on his drag route.



#20 FLORIDA STATE Seminoles

CONFERENCE:	ACC (ATLANTIC)
LOCATION:	TALLAHASSEE, FL
OVERALL PRESTIGE:	★★★★★
COACH PRESTIGE:	A+
ACADEMIC PRESTIGE:	B

OVERALL

93

OFFENSE

91

DEFENSE

96

TEAM INTRODUCTION

If Florida State wants to get back playing BCS bowl games, the offense has to produce. It all starts with their junior quarterback and sophomore running back. QB#7 has the speed and a good enough arm to get it done. HB#38 has a good burst of speed to bust off long runs, but he needs to be more consistent finding open holes.

As green as the Seminole's offense is, the defense is just as green if not greener. If they can keep opposing offenses from posting big numbers, Florida State could end up being ranked in the national top 10 and grab one of those elusive BCS berths.





Career Modes

The career modes in NCAA Football 10 can basically be broken down into two very different experiences. In Dynasty mode you take the helm of the team of your choice and are responsible for coaching, playing, and, most importantly, recruiting the stars of tomorrow. We really focus on this aspect of Dynasty mode to help you reload with talent each and every year. Pay special attention to the Dynasty Accelerators, as these can make your life much easier as a virtual recruiter.

The other side of the career modes in *NCAA Football 10* is the Road to Glory. You will take control of a single high school player, get him noticed by the big schools, and try to claim legendary status on your campus. In this section of the guide, we'll take you through Road to Glory mode and give you rock solid advice for the most critical aspect of the game—choosing the right school.

DYNASTY MODE



The beginning of a dynasty

Building a dynasty is one of the hardest things to accomplish in sports. Putting together a team that makes a run for a national championship year in and year out is just about impossible. It takes a lot of time, a lot of work, and sometimes a little bit of luck. If you are up to the challenge, it's time to enter into *NCAA Football 10*'s Dynasty mode. You start off by choosing the team that you wish to attempt to create a dynasty with. You can take many different routes here depending on how you want to play. You can take a top five team and try to continue its dominance through reloading its already power-packed roster. You can also step up to the challenge of taking an unranked team and turning the franchise around. Both scenarios pose different obstacles, but with hard work and smart recruiting, you will be able to sustain momentum, secure your coaching job, and keep your team at the top of the nation.

CHOOSING A PIPELINE STATE



Every prospect counts

Pipeline states are the states where you have a decided recruiting advantage. Typically these are surrounding states, but teams like USC can draw talent from all over the country. Your school's success relies on how well you can attract local talent. Each school has several pipeline states to begin with. You can add another pipeline by purchasing the Dynasty accelerators. The Pipeline State Addition accelerator lets you choose another state where you'll have an edge in recruiting. With another state to draw players from, your chances of landing more four- and five-star recruits increase. You should look to create pipelines to larger states like Texas. You can also choose southeastern states that have traditionally been known for great high school football players. Take into account that when you pick a pipeline state, you are going to have to compete with the schools in that state for star prospects. It is much harder to draw students to your school from states that are not in your original pipeline, but the ability to widen your search for great players is worth the hard work. It is possible over time to create another pipeline for your team if you can successfully recruit numerous players from that state.

PRE-SEASON RECRUITING



Creating a player



Ready to play

Before you start the all-important task of pre-season recruiting, you are given the chance to create your own prospects. You can create a player just like you do in Road to Glory, and when the next season starts you can recruit that player to your team. You do not have to create a player. You can always just skip to pre-season recruiting. Use the Create-A-Recruit option to add yourself to the game or model a real life high school star in your area.

RECRUIT PLAN



How much control do you want?



Which position do you need?

The Recruit Plan menu allows you to create the basis for your recruiting strategy for the year to come. Take special note of your team's needs.

These are the positions that you need to recruit players to fill for the upcoming year. These needs can be the result of a lack of depth on the team or because of graduating seniors. Focus the bulk of your recruiting time on these needs. Recruiting settings allow you to turn on or off the CPU's assistance with your recruiting, scholarship offers, and student visits. Your next step is to set up the style of football that you want your team to play. Remember that you want to recruit players based on the your style of football. There's no need to go after a five-star QB with a rocket arm if you are planning on running the Flexbone offense. You can also set the importance that is placed on each position. Your position needs will change based on the offensive and defensive styles that you choose, so make sure that you take note of this.

TIP

Your team's needs change based on the offensive and defensive styles that you choose. If you inherit a team lacking in depth, play around with the styles and see if you can find a style that might better fit your current personnel.



Choose your style of play

STYLES OF PLAY

OFFENSIVE STYLES	DEFENSIVE STYLES
BALANCE	3-4
FLEXBONE	3-3-5 STACK
WEST COAST	4-2-5
OPTION RUN	4-3
SPREAD OFFENSE	4-4

SEARCHING FOR PROSPECTS



And the search is on

NCAA Football 10 includes a search feature to make finding the right prospect a little bit easier. You can search for players three different ways. The All Prospects option shows you every kid playing in the country who is looking to become a college football player. You can sort your list by position, caliber of the player, or his interest in your school. This method can take a long time to find the type of players that you are looking for, but you may also come across some good players that you might not have seen otherwise. You can also use the search feature to weed through thousands of players to find the one that fits your team the best. You can choose the position and what type of player you are looking for at that position. This is very helpful in finding a specific player, like a speedy running back or a hard-hitting safety. The last option you can use to find the best players in the nation is the Russell Top 100. This is a list of the top 100 prospects in the nation. Landing numerous players from this list can quickly turn a good team into a dynasty. With all 120 schools going after the top 100 players, it's hard to sign more than two or three a year (and you've

got to be a top team to even get that many). When it comes to the top 100 players, you don't want to spend too much time on players who are not in your pipeline or a player who does not meet one of your needs. You have a limited amount of time to budget. Time spent with one player is time lost for another.



The best of the best

REDSHIRTING PLAYERS

Going through your depth charts and redshirting players is the perfect way to keep a player on your team for another year in hopes that he develops into a great player. Giving a player another year of practice can help you maintain depth at competitive positions and develop a mature quality player. Here are some keys to redshirting a player: You may want to redshirt a freshman player if there are at least two players ahead of him on the depth chart. Wide receivers and cornerbacks are exempt from this guideline as you'll typically play 4-5 of these in a game. You don't want to redshirt a backup, because if an injury were to happen to your starter then he would have to play, and that would negate his redshirt status.

PROSPECT MAP



Use your map



NCAA FOOTBALL 10

Now that the season has begun, it's time to take a look at your prospect map. Your prospect map shows you the top three prospects from each state. The pins in each state show the player or players that are on your recruiting board. You can use this information to help you organize your recruiting calls. Before you call a recruit, look up where he is located. This helps you with the question of whether you should pitch your school as being close to home. If he doesn't care, or his home state is quite far from your team's state, then ignore this pitch option. You can also use this map to see if the school that you are competing against for a player is near where he is located. Recruiting players is all about gathering as much information as you can on a player.

MY SCHOOL

When talking to a recruit you have to know the best attributes that your school has to offer. The My School feature shows your team's strengths and weaknesses. From academic prestige and campus lifestyle to fan base and television exposure, as the head coach you have to be able to sell your school to young prospects. Try to take your school's strengths and find players that are looking for those qualities in a school. This will make signing a player to your school easier.



Use your school's strengths

TOP CLASSES

After the season is a few weeks old, you can start to see how you stack up against the other schools in the nation. You can see how many prospects have already signed with your school and where your class ranks compared to the other 119 schools.



See how your school ranks

RECRUIT BOARD



View all of your prospects

Your recruit board lists all 35 high school players that you have targeted as prospects for your school. Take some time to learn how to use all of the features of the recruit board, because you will come back to it every week of every season. On the far left of the board you can see whom you have already talked to for the week and whom you still need to call. To the left of a player's name is his rank on your recruiting board. The higher a player is ranked on your list, the higher he sees his importance to your team. Your highest-star recruits and the players that fill your team's needs should be at the top of your recruiting board.

You can reorder your recruit board in three different ways. You can sort your list by player's interest; this shows you which players are the most interested in your school. Players that show more interest in your school will be easier to sign, and ones that show very little interest will be hard to persuade away from other schools. You can also order your recruit board by players that fit your needs, or by the caliber of the players on your board. These can both be beneficial to you come late in the season.

If you still have needs at positions and you are running out of time, put all of your needs on the top of your recruiting board to see if any have not signed yet. You can also go after the big-caliber players if all of your needs have been filled.

Your recruit board shows when players have been scheduled to make a visit to your school. Make sure that you try to wow them while they are on campus. Attack their interests and plan visits around a home game that you know you can win.

TIP

Invite players for visits when you have games that you are confident that you can win. Winning a big rivalry game with a potential recruit in attendance can give his interest in your school a big boost.

At the far right of your board you can see if any of the players on your board have been offered any scholarships from other schools. If it is a player that you are very interested in you may need to offer him a scholarship to keep his interest level up.

Information is key when trying to recruit players. By clicking on a highlighted player, you can find out a ton of information about him. First you can see which schools he shows interest in, if he has been offered a scholarship, and if he has a scheduled visit with that school. Next you can see the player's pitch info. Lastly you can view his strengths, weaknesses, and ratings info. This will help you to determine if this is the type of player that you want for your team.



Player information

MAKING A QUICK CALL



The best way to get to know a player

Making a quick call is a powerful tool for finding out what your recruits are interested in. A quick call can last anywhere from 5 to 30 minutes. Every 5 minutes that you put into a quick call yields for you a player's like or dislike. After a couple of quick calls with a player, you should have a lot of areas that you can pitch to him. You want to make longer quick calls to four- and five-star players, and shorter calls to three-star or fewer players. With only 10 hours a week to spend talking to players, you can't afford to make a phone call to a player and not know anything that he is looking for in a school. There are no rollover minutes in recruiting, so at the end of a long week, if you have 5–10 minutes left on your recruiting time make a quick call as it will help you in the weeks to come.

CALLING RECRUITS



Making a call

At the end of the day, recruiting always comes down to making contact with your recruits and making pitches that hit on his biggest interests. Calling a recruit can increase his interest in your school



many different ways. The player that you are making a call to will be displayed on the left side of the screen. Behind the player's head you will notice a cell phone. The face inside the cell phone represents how happy, indifferent, or frustrated he is with the phone call. Making a hard sell on a pitch that this player highly likes will spike the player's interest in your school, but staying on a topic too long may start to aggravate the player.

TIP

You always want to end a call when the cell phone is green. Don't push your luck too far when talking to a player. He may get upset and lose interest very quickly.

Always keep an eye on how much recruiting time you have left for the week. You have to be able to communicate with 35 recruits throughout the season. You only want to spend a lot of time on needed players and top-caliber players. The rest of your recruiting time needs to be divided up between the others.

When you make a call you can either recruit a player to your school or recruit against another school. Recruiting for your school is just selling them on the best thing that your school has to offer. Start out by choosing a pitch to throw. You might have determined a good choice already by an earlier call or quick call. You want to find the areas the player is most interested in and make hard sells on those areas.

Try not to "find pitches" too many times in one phone call as most players get upset after three questions. When you find what the player is most or highly interested in, hit those areas every call but don't push it. Keeping the player happy on the phone is what's going to drive him to your school. If a player doesn't have a great deal of interest in a pitch area that your school is really strong in, you might try to use a "sway pitch" and get him interested. Just remember that trying to push your way onto a player can get him mad and cause him to hang the phone up.



Keep them happy

TIP

Making a call to recruit against a school is done the exactly same way as recruiting for your school. The only difference is that you are trying to downplay what that school is offering. Downplaying a school can lower the interest that a player has in that school and lean him more towards yours.



Downplaying

When you get that gut feeling that this is the player for your school, it's time to offer him a scholarship. Offering a player a scholarship shows him that you think he's the man for the job. He may not accept it right then but it will immediately increase the interest that the player shows in your school.

If you are still having problems signing a big-time player that you are in need of, you can go beyond throwing him a pitch on the phone to offering him a promise. You can make up to three promises to lure a player to your school. A promise can be as little as not redshirting him his freshman year or as much

as guaranteeing a BCS National Championship. The more promises you make, or the bigger the promise is, the more likely the player will sign with your school. When making promises, you want to keep a few things in mind. First, you don't want to make promises that you can't make good on. Don't promise a national championship if your team only won five games the year before. If you make promises to more than one player, you are going to want to keep records of what you have promised. If you start making too many promises, it might get tough to keep them. You may want to offer different players the same promises; this way you can kill two birds with one stone. Remember, if you break a promise to a player, he is more likely to transfer from your school at year's end.



Making a promise



Making an offer

AFTER A SEASON

After the season is over the work is just beginning for a coach. The first thing that you have to tackle is talking to non-seniors who are thinking of entering the draft early. Most of the time these are your best players at that position. Spend as much time as you can with those players to try to get them to

come back for one more season. You should only let a player leave for the draft if your backup has better attributes. Once you have handled players wanting to leave for the draft, you also need to take care of the players who want to transfer to a different school. Usually it is very difficult to keep a player who wants to transfer because he's unhappy in your program.



Off-season workload

DYNASTY ACCELERATORS

Many of the recruiting tasks can be pretty time-consuming. Some *NCAA Football 10* players live for recruiting and love digging for that hidden gem. Other gamers don't have as much time or would just like to speed up the process of bringing their team to the top. Dynasty accelerators are available as premium downloadable content. Let's take a look at some of your options.

RECRUITING ADVISOR

While you're playing in Dynasty mode (offline or online) your recruiting advisor will bring you one of four items every week:

1. Information on recruits that you can add to your recruiting board whom you may not have known were interested.
2. Hints on the top pitches for some of the recruits on your recruiting board.
3. Hints on which prospects on your recruiting board are more willing to listen to your pitches than during other weeks.
4. Inside information on which recruits will sign to your school instantly.



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The Recruiting Advisor accelerator affects every team you control in Dynasty mode and Online Dynasty mode.



Showing you what to pitch

COACHING SEMINAR

If you own the Coaching Seminar accelerator in Dynasty mode you gain the maximum chance to keep players from leaving your school during off-season recruiting. Players staying are normally influenced by your coach integrity rating, so with this item you always have the highest chance of keeping players at your school. Also, this accelerator adds to the coach experience and coach prestige ratings by one level; for example, if your coach experience was very high it will become excellent. This affects every team you control in Dynasty mode and Online Dynasty mode.

TOUGHEST PLACES TO PLAY BOOST

Dynasty mode has a ranking of the Toughest Places to Play in the nation. Struggling to get to the top of the list? This item will give a massive boost to the school you control in Dynasty mode. This affects every team you control in Dynasty mode and Online Dynasty mode.

SCHOOL PITCHES IMPROVEMENTS

This item increases your pitches in recruiting by one level; for example, if your Television Exposure pitch level was very high it will become excellent. This item improves the following pitches: Championship Contender, Fan Base, Pro Factory, Program Stability, Program Tradition, and Television Exposure. This affects every team you control in Dynasty mode and Online Dynasty mode.

MAXIMUM PLAYER TRAINING

Getting your players to gain attribute points in the off-season in Dynasty mode can be hard for schools with lower prestige. This item allows a team with lower prestige to train its players like the top schools in the nation do. Make sure that if you want to take advantage of this in an Online Dynasty that you purchase it before the commissioner advances to the Player Training portion of the off-season. This affects every team you control in Dynasty mode and Online Dynasty mode.



It's all about the off-season workouts

PIPELINE STATE ADDITION

Pipeline states can help you recruit in an area while playing Dynasty mode. After purchasing this accelerator you can select a pipeline state anywhere in the nation to give you an edge in gaining the top recruits. This affects every team you control in Dynasty mode and Online Dynasty mode.

RECRUITING REPORTS



Knowing what the nation is doing

It can take a lot of time and effort to see where your rivals are spending their recruiting time every week in Dynasty mode. The recruiting reports bring

the information from the previous week. Knowing which recruits your opponent is targeting and how much time they are spending with each recruit can help you make informed decisions while spending your recruiting time. This affects every team you control in Dynasty mode and Online Dynasty mode.

ROAD TO GLORY



Beginning the Road to Glory

In *NCAA Football 10* you have the opportunity to be followed by Erin Andrews and her crew in a career mode entitled Road to Glory. A film crew will follow you from your state playoff run your senior year of high school to the day that you declare for the draft. They will be there to capture all of your amazing plays on the field and all of the accolades you receive off the field. Every week Erin Andrews and Kirk Herbstreit break down your play for the week.



Erin Andrews's Road to Glory presentation



Kirk Herbstreit breaking down your high school play

CREATE YOUR PLAYER



Ready for the field

To start your Road to Glory, you need to create your player. Start by filling out your player's general information, his position, and what his physique is like. Picking your position and style of play is up to you, but remember that you will not be able to change your position later. Picking your favorite school is important because you automatically receive a scholarship offer from that school on signing day. You want to choose a school that your player will fit into and be able to contribute to.

HIGH SCHOOL PLAYOFFS

There's nothing like high school football under the Friday night lights. Your career starts out in the state playoffs your senior year of high school. This is your chance to impress college coaches and show them that you are the real deal. Each game you play well in will draw more coaches, and coaches from larger colleges. Every big play you have helps you get one step closer to landing a scholarship offer from a top university.

This is your time to rack up as many stats as you can; you want to control your player in every play that he is involved in. Don't sim any plays or games because the computer will never achieve what you can on the field. At the end of your playoff run you will be rated by recruiters, from one to five stars. The higher you rate, the better the offers that you will receive. We have had bad games at the worst possible time. If this happens to you in the state playoffs, you can always purchase a player upgrade and become a five-star prospect (available via premium content download).



High school state championship



High school highlights

SIGNING DAY

After the state playoffs are said and done, it's time for signing day. It's time for you to choose where you will spend your collegiate career and take the first step toward becoming a campus legend. You will receive a list of teams that are interested in offering you a scholarship. This is the biggest decision that you will have to make. If you make the wrong one, you can find yourself buried on a roster with little chance of getting a starting role. This is where you need to do some research on the teams

that are offering you scholarships. You need to know the situation that you are going into. Here are two examples: Florida is loaded at the QB position, so even if you have a five-star rating, you are going to find yourself behind one of the best QBs in the nation and two great backups. You would have to achieve over 500 points in practice to work your way to the starting position. With the ability to achieve roughly 10 points per practice, you can see that you will have a long road ahead to become the starting QB. On the other hand, there are teams like Ohio State where you can come in as a five-star back and quickly crack the starting lineup. It will only take about 60 points to become the starting back for one of the top collegiate teams in the nation. You should be able to work yourself into the start position within the first few weeks. Here are some questions you should ask yourself before you sign with a school.

- ◆ What will be your starting position on the depth chart?
- ◆ What year is the starter at your position?
- ◆ What are the overall ratings of the players at your position on the team?

You also want to make sure that you are going to a team whose style of play matches the qualities that you can bring to the team. You have to find the team that you fit into the best in order to succeed in their program. If you are a halfback there is no need to look at going to a school like Texas Tech, where they spread the field with five receivers and very seldom run the ball. At the end of signing day you have to make the best decision based on all of these factors.



Post-game stats



List of interested schools



Picking the right school

YOUR DORM ROOM

Once you pick your school of choice, you find yourself in your dorm room. In your dorm room you can access everything you need to continue your collegiate career. Containing everything from your event calendar to your trophies and highlight pictures, your dorm room will be your home away from home.



Trophy case



Player's calendar



Main menu screen

- ◆ **Next Event:** View your next event, whether it be a practice or a bowl game.
- ◆ **Calendar:** Here you can see what games you have coming up or jump to a date by simming.
- ◆ **Leaderboards:** Let's you see how you stand against other online gamers who are playing Road to Glory.
- ◆ **Main Menu:** You can access all information from one area with the main menu.
- ◆ **Trophies:** View all of your on-field achievements with your trophy case.
- ◆ **Highlight Videos:** You can sit back and see all of your amazing highlight reel plays.
- ◆ **Edit Appearance:** Allows you to edit your created player. Make changes to your physique, look, and equipment.
- ◆ **Highlight Photos:** Look back on pictures from your high school and earlier season games.
- ◆ **NCAA News:** Track everything that is



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going on in the current NCAA football season, from the Heisman Watch to conference leaders.

PRACTICE SESSIONS



One point from a starting role

Getting onto the field for a game comes down to practice, practice, and more practice. You want to practice as much as possible to get as many reps as you can to gain points to move up the depth chart. At the bottom of the screen you can see how many points away you are from moving up on the roster, and how many points you have earned for that practice.



Practice results

At the end of each practice, you can see your practice results. This shows you how many points you have earned for that practice. You have the

option to start the next practice session or move on to your evening events.



Time for evening events

At the end of each practice session you are given

the opportunity to participate in evening events that help advance your player's skills. Each of the four events will help your player increase his attributes. You want to focus extra time on the areas where your player's attributes are lower. This will lead to a well-rounded player with no flaws in his game. Remember that you are a student athlete, so you have to make sure that you always carry a 2.0 GPA. Hitting the gym more than the books can lead to getting suspended for a game due to low grades. Always make sure to balance your studies during the season. You can keep an eye on your GPA under My Career in the main menu.

EVENING EVENTS

EVENT	UPSIDE	DOWNSIDE
GO TO LIBRARY	INCREASE ATTRIBUTES—GPA, AWARENESS, STAMINA	DECREASE ATTRIBUTES—AWARENESS
HIT THE GYM	INCREASE ATTRIBUTES—SPEED, JUMP, STRENGTH, ACCELERATION	DECREASE ATTRIBUTES—AWARENESS, GPA
STUDY YOUR PLAYBOOK	INCREASE ATTRIBUTES—AWARENESS, STAMINA, INJURY RESISTANCE	DECREASE ATTRIBUTES—GPA
VISIT THE TRAINER	INCREASE ATTRIBUTES—ACCELERATION, INJURY RESISTANCE, STAMINA	DECREASE ATTRIBUTES—GPA

PLAYING GAMES AND WINNING AWARDS



It's all about the hardware



One of the hardest decisions

To become a campus legend you will have to put up big numbers, win lots of games, and bring home trophies. Make the most out of every play when you are on the field. Rack up as many yards or tackles as you can to help your team win games. When you become a big-time college player you will see yourself appear on the Heisman Watch. At the end of

your junior year, if you have put up big numbers, you just might find that you have the chance to leave college early and enter the NFL draft. To become a campus legend, you usually have to come back for one more year to help your team make a run at a national title.



Going out on top



It's time to enter the draft



Achievements and Trophies

NCAA RIVALRY TROPHIES

Certain *NCAA Football 10* rivalries include special trophies that can be won. Here is a list of these games:

RIVALRY TROPHY	TEAM 1	TEAM 2	TEAM 3
Bayou Bucket	Houston	Rice	
Apple Cup	Washington	Washington State	
Beehive Boot	Utah	Utah State	
Bronze Boot	Colorado State	Wyoming	
Commander-In-Chief's Trophy	Army	Navy	Air Force
Commonwealth Cup	Virginia Tech	Virginia	
Cy-Hawk Trophy	Iowa	Iowa State	
Floyd of Rosedale	Iowa	Minnesota	
Fremont Cannon	Nevada	UNLV	
Golden Boot	Arkansas	LSU	
Golden Egg Trophy	Ole Miss	Mississippi State	
Golden Hat	Oklahoma	Texas	
Governor's Cup	Kansas	Kansas State	
Governor's Cup	Kentucky	Louisville	
Governor's Victory Bell	Minnesota	Penn State	
Illibuck	Illinois	Ohio State	
Ireland Trophy	Boston College	Notre Dame	
Iron Skillet	SMU	TCU	
Jeweled Shillelagh	Notre Dame	USC	
Keg of Nails	Cincinnati	Louisville	
Land Grant Trophy	Michigan State	Penn State	
Little Brown Jug	Michigan	Minnesota	
Battle of I-25 Trophy	New Mexico	New Mexico State	

RIVALRY TROPHY	TEAM 1	TEAM 2	TEAM 3
Marching Drum	Kansas	Missouri	
Megaphone	Michigan State	Notre Dame	
Missouri-Nebraska Bell	Missouri	Nebraska	
ODK-FOY Sportsmanship Trophy	Alabama	Auburn	
Old Oaken Bucket	Indiana	Purdue	
Paul Bunyan Trophy	Michigan	Michigan State	
Paul Bunyan's Axe	Minnesota	Wisconsin	
Peace Pipe	Bowling Green	Toledo	
Purdue Cannon	Illinois	Purdue	
Seminole War Canoe	Florida	Miami	
Shillelagh Trophy	Notre Dame	Purdue	
Silver Spade	New Mexico State	UTEP	
Stanford Axe	Cal	Stanford	
Telephone Trophy	Iowa State	Missouri	
Territorial Cup	Arizona	Arizona State	
Textile Bowl Trophy	Clemson	NC State	
Tiger Rag	LSU	Tulane	
Victory Bell	Cincinnati	Miami University	
Victory Bell	Duke	North Carolina	
Victory Bell	UCLA	USC	
Wagon Wheel	Akron	Kent State	
Williams Trophy	Rice	Tulsa	



XBOX 360/PLAYSTATION 3 ACHIEVEMENTS & TROPHIES

NAME	DESCRIPTION	GAMERSCORE	TROPHY
Give Him 5 Minutes	Chew up the last five minutes of a game on a single drive to preserve the win.	20	Bronze
Crash the Party	Earn an invite to a BCS game in Dynasty mode with a team from a non-BCS conference.	15	Bronze
Will You Ever Learn?	Intercept two passes in an Exhibition or Dynasty mode game.	15	Bronze
Helping Your Own Cause	Scoop a fumble on defense and take it to the house in an Exhibition or Dynasty mode game.	10	Bronze
Ball...Ball..Ball...	Jar the ball loose with a user-controlled hit stick tackle.	10	Bronze
On Lockdown	Hold the opposition to under 100 total yards in an Exhibition or Dynasty mode game.	20	Silver
Getting In on the Fun	Take an interception back to the house in an Exhibition or Dynasty mode game.	10	Bronze
Red Zone Shutout	Complete an Exhibition or Dynasty mode game without allowing a touchdown from the red zone.	5	Bronze
Locked and Loaded	With Player Lock on, return an interception for a TD.	15	Bronze
Put Two on the Board	Force a safety in Exhibition or Dynasty mode.	15	Bronze
Protecting the House	Pitch a shutout by holding your opponent to 0 points. Valid only in Exhibition or Dynasty mode.	20	Bronze
I'll Take My Trophy Please	Play and win a conference championship game in single-team Dynasty mode or Road to Glory.	10	Bronze
I'm Outstanding	Win the Heisman Memorial Trophy in single-team Dynasty mode or Road to Glory.	25	Silver
Freshman Phenom	Win the Heisman Memorial Trophy with a freshman in Road to Glory or Dynasty mode.	25	Bronze
Reach Out and Crush Someone	Join or host an Online Dynasty.	30	Bronze
National Champions!	Play and win the BCS National Championship Game in a single-team Dynasty mode or Road to Glory.	30	Silver
Sip Some Texas Tea	Develop a new pipeline state in single-team Dynasty mode.	25	Bronze
Mr. February	Have the #1 ranked recruiting class in a season in single-team Dynasty mode.	30	Bronze
What Competition?	Win the first-year SEC championship with a team moved from the Sun Belt in single-team Dynasty mode.	20	Bronze
Closing Out Strong	Play and win a bowl game in single-team Dynasty mode or Road to Glory.	10	Bronze
We Are Family	Win a game using only Family Play Controls in an Exhibition mode game.	10	Bronze
4th Quarter Comeback	Win an Exhibition or Dynasty mode game when down by 14 to start the fourth quarter (minimum difficulty: Varsity).	30	Bronze
One for the History Books	Play a game that gets designated as an ESPN Instant Classic.	10	Bronze
Big Fish in a Small Pond	Become a five-star Road to Glory prospect.	20	Bronze
Running with the Ones	Become a starter in Road to Glory.	10	Bronze
King of the Conference	In Road to Glory, earn a spot on your conference's all-time leaderboard.	35	Gold
The Best of All-Time	In Road to Glory, earn a spot on the NCAA all-time leaderboard.	50	Gold
Big Man on Campus	In Road to Glory, earn a spot on your team's all-time leaderboard.	25	Bronze
Keep Them Guessing	Gain 200 rushing yards and 200 passing yards in the same game.	20	Bronze
Bustin' Loose	Break a run for 49 or more yards in an Exhibition or Dynasty mode game.	10	Bronze
Bombs Away	Complete a pass for 50 or more yards in an Exhibition or Dynasty mode game.	10	Bronze
Big Time Player	Be the hero and win a game by taking the lead as time expires.	15	Bronze
Pick Free	Do not throw any interceptions in an Exhibition or Dynasty mode game.	15	Bronze
Red Zone Perfection	Complete an Exhibition or Dynasty mode game with a red zone efficiency rating of 100 percent.	15	Bronze
Hear the Pin Drop	As the away team, get into the end zone in the first 30 seconds of the game.	15	Bronze
Trifecta	Score a receiving, rushing, and passing touchdown with one player.	15	Bronze
Taking Care of Business	Win an Exhibition or Dynasty mode game by 21 points or more.	10	Bronze
Russell High School Champ	Play and win the Russell High School Championship Game in any state.	40	Silver
Can You Believe It?	Return a missed field goal for a touchdown. Only valid in Exhibition or Dynasty mode.	25	Silver
You Got a Receipt for That?	Take a punt or kickoff back to the house for a touchdown. Valid only in Exhibition or Dynasty mode.	10	Bronze
Set 'Em Up, Knock 'Em Down	Score a TD when running a play that is 100 percent set up.	20	Bronze
That's How I Roll	Achieve an Overall level of 10 in the Season Showdown competition.	45	Gold
Mad Skillz	Achieve a Skill level of 10 in the Season Showdown competition.	40	Bronze
Good Sport Award	Achieve a Sportsmanship level of 10 in the Season Showdown competition.	40	Bronze
Stategy	Achieve a Strategy level of 10 in the Season Showdown competition.	40	Bronze
You Gotta See This	Upload a video or photo highlight.	20	Bronze
Fill the Trophy Case	Win all 34 bowl trophies (including a national championship) in Dynasty mode or Road to Glory.	45	Gold
Total		1000	